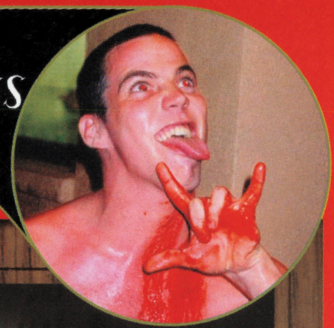


FOUL

Videogame Subculture

INTERVIEW WITH
SUPREME JACKASS
STEVE*O



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MARINA

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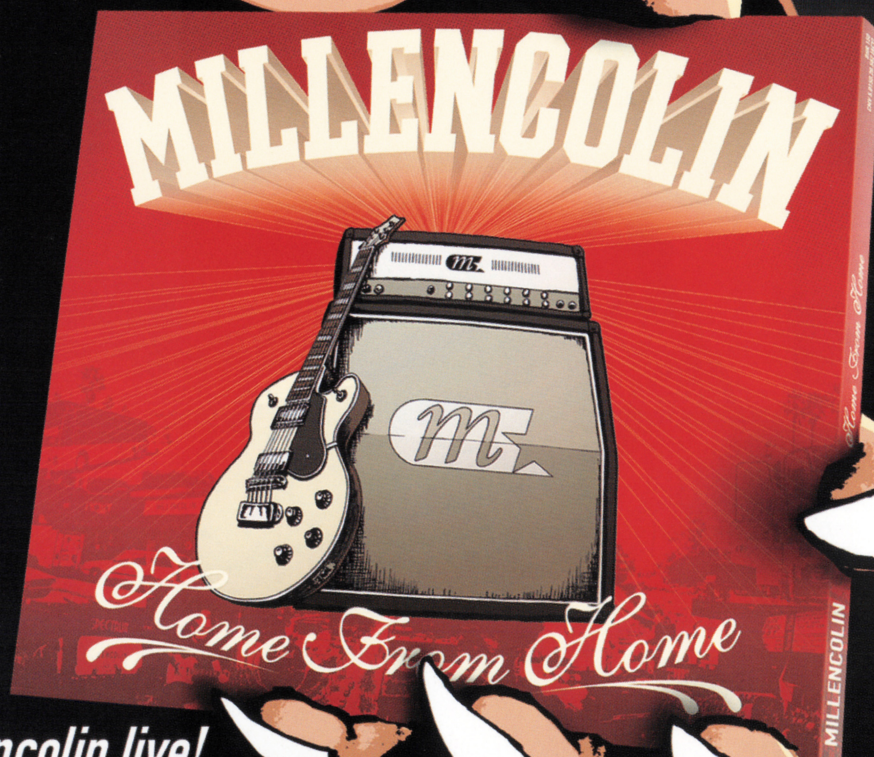
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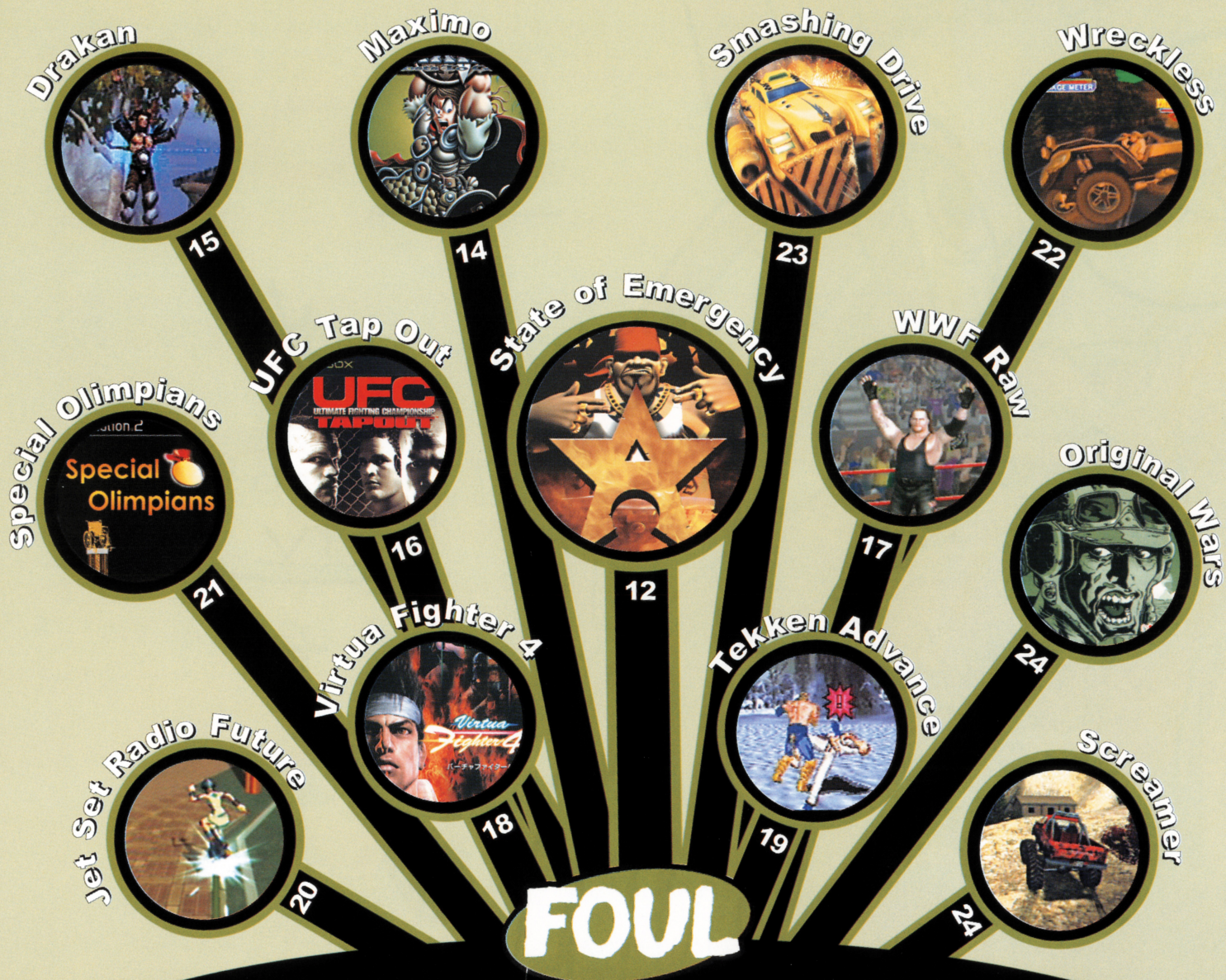
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Departments

06. Editorial

07. Letters

08. Becoming Hardcore:
Becoming a Foul Scout

10. Comics:
Teddy Tries to Abstain

11. Interview:
Jackass Steve-O

25. Politics:
Will ratings Rule the Games?

25. Music Reviews:
Lo Fidelity Allstars and Golden Boy

27. Hot Chick Centerfold:
Featuring Marina

34. Feature:
Bad Eggs: Part 2

36. Feature:
Video Game Drag Secrets!

38. Humor:
Gamecube vs. Xbox

40. Previews

42. News

43. Tips And Tricks

44. Release Dates

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SICK OF THE OTHER MAGS?





Jesse LaBrocca

Editor in Chief

defender@foulmag.net

I just took a strong shot of some gin. Now I have to write some editorial mumbo jumbo that will blow you away and shock you. Maybe I can and maybe I don't care to.

Every day people in this world treat each other like little peons. We at Foul are no exception. Video games are a personal experience that geeks everywhere cling to as an escape from every day reality. I may not know all the secrets to life but it seems to me that games are about escaping your dreary existence. This month Foul has reviewed more games than it normally does. On the cover we feature Rockstar's new State of Emergency. It is a game where you riot against the evil corporate powers. Maybe this is what we all wish for. It could even be said that here at Foul we are attempting to smack corporate America in the face. I can say fuck or shit all I want and point out all the hot tits and ass we can find. But is that really what you want? Do Foul readers only care about tits, ass, games, and violence? I hope so, because it is one of the last pure things we have left in life.

<Two Hour Pause>

Ok, so now that the gin has worn off I will try to make some sense. This issue of Foul is 100% the best issue we have had yet. Check out Marina as the centerfold. We found her at modelspring.com. She is a Russian babe from Brooklyn, NY and we had to have her. I hope you feel the same. We also put into this issue more reviews than ever before. In the last issue we only had five reviews and so we are making up for lost gaming.

The next couple weeks will be great as we are planning out E3 trip for May as well as a huge Foul party at Barcode on May 1st. Every Foul reader who is over 21 is invited to show up for the fun. I am not sure how but we also got an interview with Steve-O from Jackass of MTV. I think I am getting bored now so I have to get to the liquor store and suck up another bottle of gin. I wish you the same.

Jesse LaBrocca

Foul Prick and Drunken Slob

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FOUL
Magazine

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New York, NY 10024

Where is that shit?!

I read your article in the issue with Snake shooting Osama "Hasn't Bin Laiden" on the cover. I saw that you reviewed a G.I. Joe game for PS1. I went to a couple of stores and they never heard of it. Can you recommend a store that carries this title. Its not even on the acclaim website? Please let me know as I am very interested in this game.

-John Donadio

The game was actually a spoof. In every Foul issue we try to do a game spoof. It does not exist. Hope you enjoyed the read though. -Ed.

A Quick Q&A

QUESTION: If a spinchter had a radius of 5 cm, which would make the diameter 10cm...do you think the bitch would feel my dick... or would it be a fruitless attempt?

-in China: Wang Long; in Japan: Hung Lo

We asked our resident guru, Long Duck Dong, who replied, "Confucious say, 'Man with hole in pocket feel cocky all day.'" (We don't know what it means either.) -Ed.

An artist liking your evil

I just read Foul and I think it's awesome, and was wondering maybe if you needed an illustrator or something for some of your stuff. I've done stuff for other sites, mostly RPG and War game stuff, but I wouldn't mind getting in on this. I'm not looking for pay really just someplace that when I draw **Princess Toadstool giving head to Mario**, it'll be appreciated.

I got a site getting built now I can give you the link and see some of my work.

So what do you say?

-Juan (in Miami)

Hey Juan, we are always looking to get some new material added. Anyone interested in sending us free shit is cool in our book. For the ultra cool we reward them with a free FOUL t-shirt. Remember...the more foul the better. -Ed.

Got something you want to get off your chest?

Mail: Foul Magazine/ 18 Saint Marks Place/ New York, NY 10003

Email: letters@foulmag.com

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LESSON 7: BECOMING A FOUL SCOUT



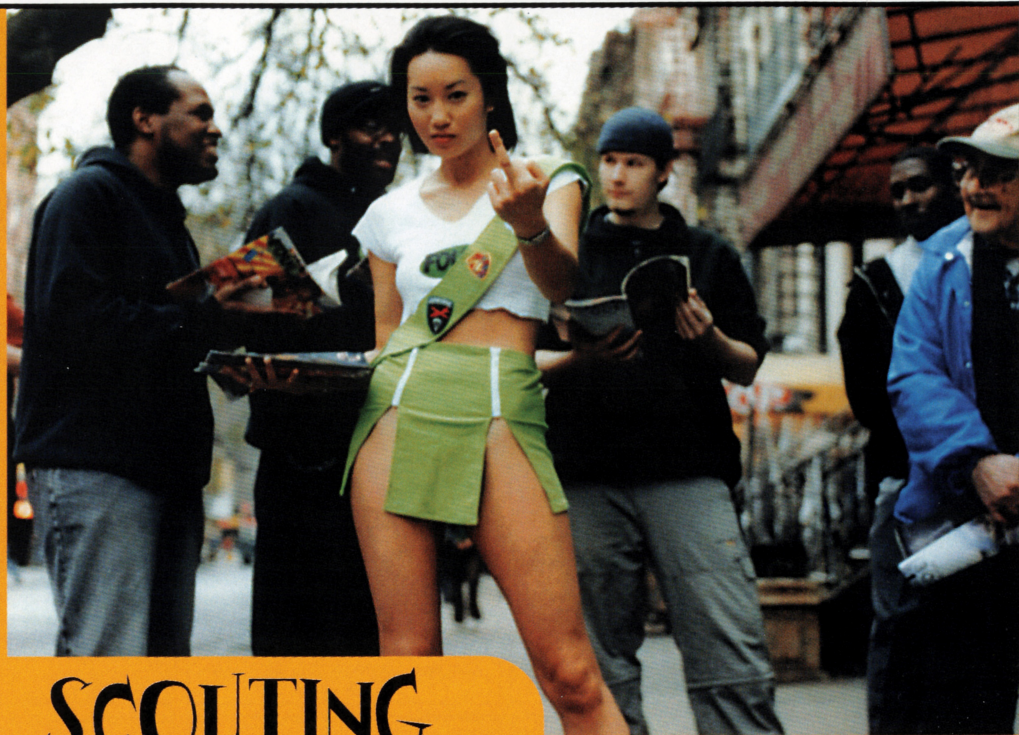
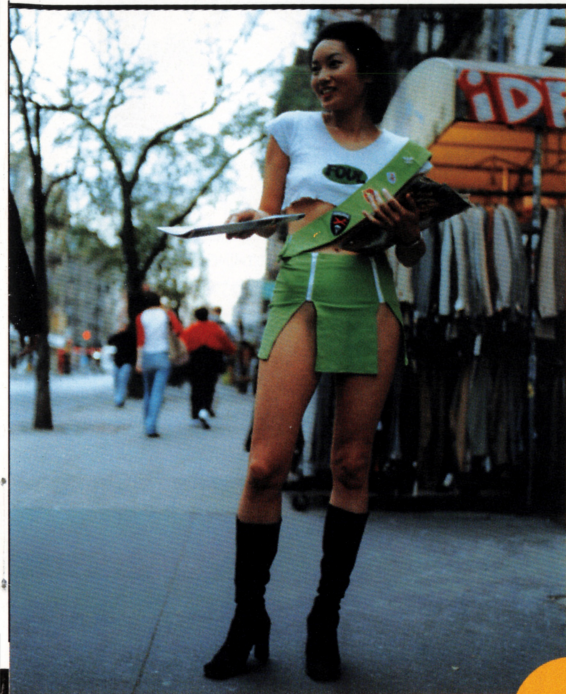
If you've been keeping up with our "Becoming Hardcore" lessons and doing your homework, you're probably almost quasi-softcore by now. You may be frustrated. After all, it's been, what, six lessons? You look in the mirror and see your punk face and you get sad, 'cause your face is all punky-looking. This is all very understandable. What you want, what you hope for above all else (even above Gwyneth Paltrow-clone-hookers rolled in diamonds and frosted with kittens) is to somehow leap-frog to complete hardcoreness. You want a short-cut, you want to cheat and, boy, do we have an opportunity for you.

If hardcore is what you seek, young padwan, there is no quicker path than enlisting as a Foul "Scout." You will receive one pair black shoes, one pair black pants and one black shirt. You will be placed in the Danger Room at Foul Academy and those that survive will have the magazine's symbol seared into their fleshy foreheads. You shall then spend 24-hours in "The Box" and will emerge with your spirit broken, your mind warped but you will be enlightened, you will be truly hardcore.

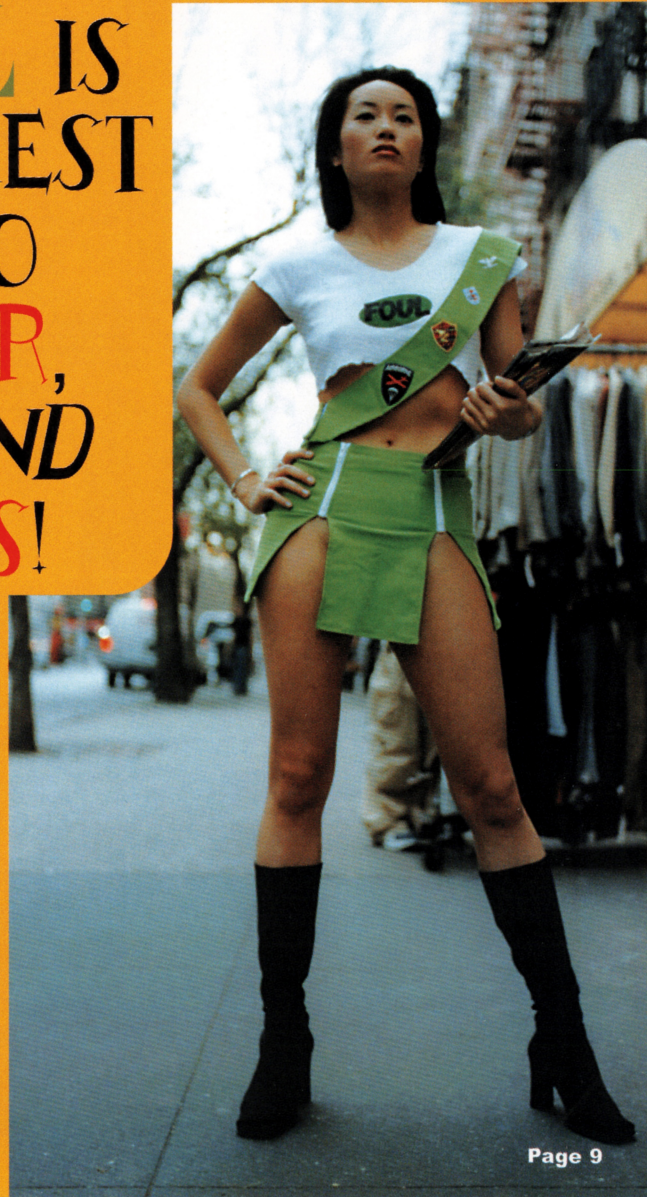
We will then exploit you, demean you and say unkind things about your hairstyle and mother. You shall serve us in whatever depraved, sadistic manner we see fit, perhaps handing out flyers and magazines. The only pay you will receive is perhaps a splash of malt-liquor in your cupped, chapped hands, and that's only if you're 21. If you aren't of legal age, you will be compensated with all the Foul t-shirts you can eat. Keep in mind, despite our glowing prose, the job will not be glamorous — long and treacherous is the path to hardcore. But if you bitch-out now, the terrorists may have already won. C'mon you little chicken-shit, join up today. If you won't do it for liberty or freedom, do it 'cause we all want coffee and it's really fucking cold outside.

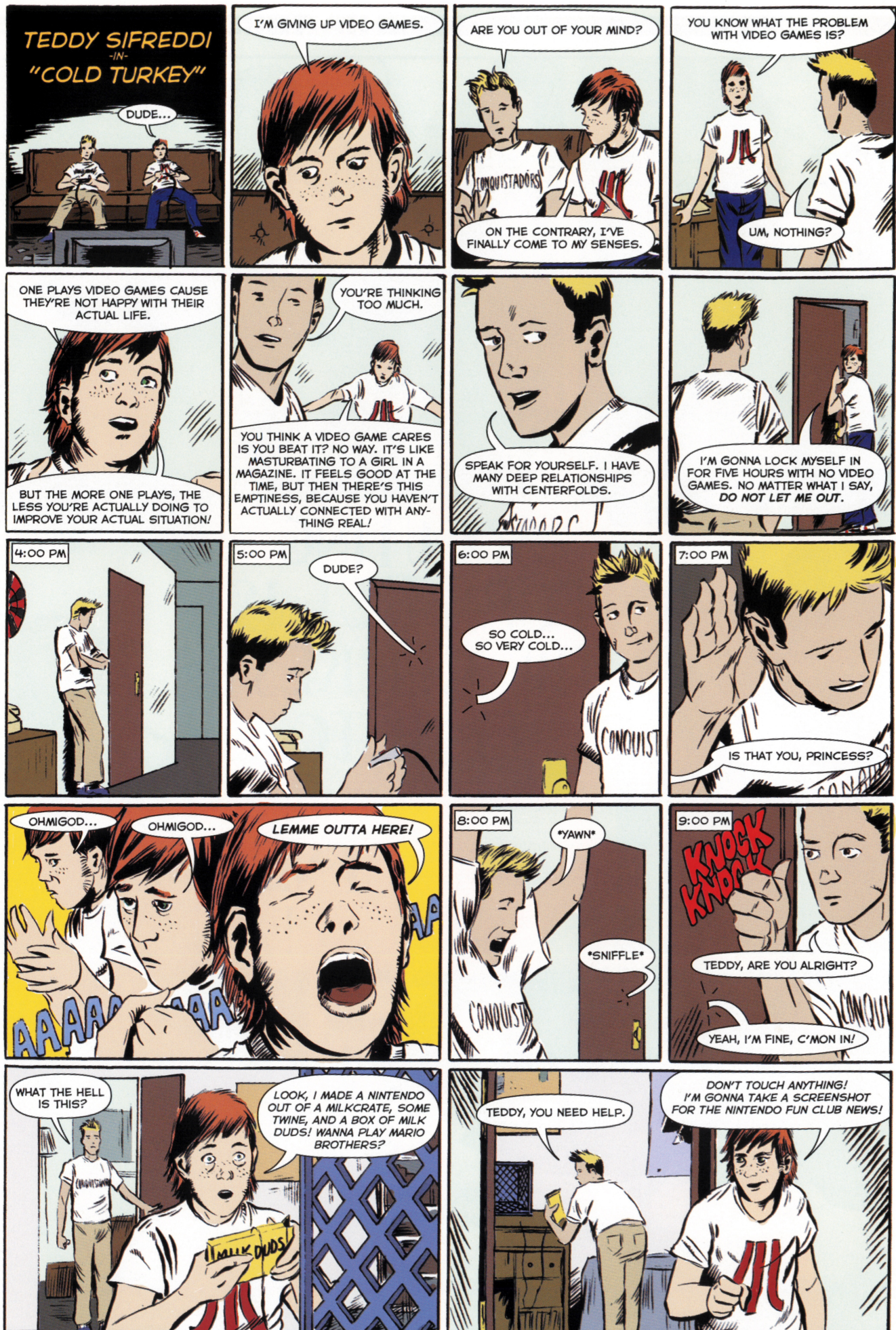
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STRIP SEARCHED

with Cheryl R.

cover photo of Steve-O: Sandra Bergamin

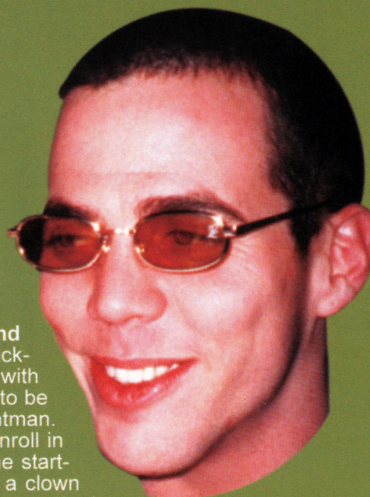
Foul Exclusive Interview with Jackass' Steve-O

Ok, Foul readers this is for you, interviews with the hottest people on the planet and I get up close and personal! The raw facts will be revealed and in print!

For my first piece I decided to expose my good friend **Steve-O** from the world of Jackasses! Here is a little background: Steve-O was born in Florida and never really fit in with the 'in' crowd. Steve-O always strived for thrills and wanted to be a professional skateboarder, but decided to become a stuntman. When things didn't pan out like he thought he decided to enroll in Ringling Bros. and Barnum & Bailey Clown College. Yup, he started out as a real clown. Once he graduated, he worked as a clown and just got bored with the whole thing and started filming crazy stunts. He was on route to become the crazy ass Jackass he is today!

His credits include being a member of Jackass, one of MTV's top-rated series, starring in Jackass, 'The Movie', creating and starring in the home movie, 'Steve-O: Don't Try This At Home', appearances on Howard Stern, Blind Date and premiering his home video at Sundance this year. All this and this guy is just getting started.

I caught up with him at a bar in NYC not too long ago after not seeing him for a while. Things don't change with Steve-O, they just get better!



CR: Have you ever played any video games?

Steve-O: Super Mario Bros. Back in the day I guess, a bit of John Madden football. I never really got into video games, I soon discovered that it required work to get good at them and decided that if I was going to work at all on anything, it better be something that would help me get laid. I can't picture a lot of chicks being impressed by a lot of hard work being applied to video games.

CR: Have you checked out Xbox, Game Cube or PS2?

Steve-O: Nope

CR: Are any of the guys from Jackass into videos games?

Steve-O: I've seen some video game set-ups in a few people's places.

CR: What's going on with your show Jackass?

Steve-O: Nothing, we've begun filming, 'Jackass: The Movie', I guess it'll be out in December or something.

CR: You currently have a video out, what's on it?

Steve-O: All the stuff that nobody wanted me to do.

CR: Why should people pick it up?

Steve-O: Because that's the only way they'll ever see it.

CR: Is it like that crazy home wrestling video they have out now?

Steve-O: The distribution is set up similar to those wrestling videos for now, it'll eventually go retail, but that is months away.

CR: Where can they buy it now?

Steve-O: www.steveovideo.com

CR: Last time I saw you we were chillin' at the Soho

Grand Hotel, you were really pissed off about some reporter from Spin Magazine, what happened?

Steve-O: I hadn't slept in two days, I was too tired, drunk and jacked up on drugs to deal with someone getting in my face taking photos all night.

I remember this guy sitting next to me asking me if I was a Steve-O groupie. I was so insulted I almost punched him and said, 'No, idiot, I'm his friend.' I can see why Steve-O was not in the mood for this guy.

**"I ASKED FOR A
HOT SLUT
AND I WAS VERY
PLEASED WITH HER"**

CR: Can you tell me a little about 'Dee', who Claims to be your bi-sexual girlfriend?

Steve-O: I could probably spend the rest of my life with her and not understand her any better than you do. We'll never know.

CR: She was trying to suck on everyone's fingers, what was up with that?

Steve-O: Who knows, I don't remember that part.

CR: Does she always flash her breasts for the camera?

Steve-O: She's not shy about flashing her breasts, they're good looking breasts.

If you guys saw this girl you would probably blow a load in your pants, a little brunette hottie with a tight bod, big breasts and a free love attitude.

CR: You recently moved from Florida to Cali, how do you like it?

Steve-O: I don't have to like California, I just have to be there. LA is everything that Blind Date makes it out to be, I love it.

Steve-O guest stars on Blind Date on February 25th, if you didn't catch it look for the reruns.

CR: Can you tell me about your experience on Blind Date? Did you dig the chick?

Steve-O: The girl was rad, I asked for a hot slut and I was very pleased with her. It was a good date.

I guess we'll have to wait and watch it!

CR: Do you actually hang out with the other Jackasses and if so what do you guys do?

Steve-O: We get drunk and pee on each other.

CR: What's the best stunt you have ever pulled off?

Steve-O: I don't know if 'best' is a very applicable word. I don't think one is better than any of the others, they're all just sorta different. I was proud of the plane jump in the Keys, but not any more proud than I am of shooting 5oz of vodka through an I.V.

CR: What's a stunt that went terribly wrong?

Steve-O: I burned my face pretty badly in 1997, it's on the video.

CR: What do you want people to know about you?

Steve-O: That I could be the dumbest asshole in the world.

CR: What stunts do you want to do but haven't yet?

Steve-O: Most of 'em are in 'Jackass: The Movie'.

CR: What is one of the worst pranks one of the Jackasses has pulled on you?

Steve-O: I tend to pull harsh enough pranks on myself that people don't really bother fucking with me.

CR: What do you eat for breakfast?

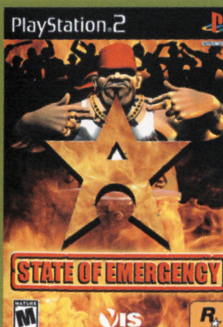
Steve-O: Bong Hits

CR: What's the craziest thing a fan did to meet you?

Steve-O: Brought a kiddie pool full of horse-shit to one of our shows on tour.

Now that's a dedicated fan!

- continued on page 42



OF PLAYERS: 1 PLAYER

DEVELOPER: VIS ENTERTAINMENT

PUBLISHER: ROCKSTAR

INFORMATION: WWW.ROCKSTAR.COM

FEATURES: LARGE GUNS

BY ABINY COLON


TOTAL SCORE
858


At first glance, you may think that State of Emergency is merely a riot game

but, while that is the main premise, there is other stuff you must do besides killing and destroying (as much fun as that is). The story behind SOE is kind of simple; evil corporation rules with iron fist, people don't like this so they revolt and you, my friend, are part of that revolution. You must pool your talents (as few as they are) and overthrow the corporation. Sounds easy, right? Wrong. Not when they send hundreds of guys out to kill your rioting ass. Okay, so the story isn't great or very deep, but it's still different. They do get points for that. Now what you really care about: gameplay.

SOE's **gameplay is relatively simple**, you pick up weapons and shoot or, if you don't happen to have a weapon, you can perform hand-to-hand combat moves. Ah, sounds like fun, huh? Well it is, considering the huge amounts of damage you can deal out. You can blow up cars, buildings, people - you name it and you can probably blow it up. There are two modes in the game you can play through, "kaos" or revolution. In kaos mode, your goal is to get as many points as you can by destroying both living and non-living things. When you get tired of mindless destruction, you can always be part of a cause and fight the man, performing missions to help the movement along.

The graphics in the game are very nice. **The characters do resemble those of Grand Theft Auto 3 but that's about the only similarity.** The environments are huge, with many things to blow up (tee hee!), and they are put together very nicely. You might want to play kaos mode and unlock all the levels first so you can learn the lay of the land. When you do decide to play revolution mode, there is an arrow that points which way to go, but playing through kaos mode will help you a lot. Also, there is a huge amount of people on the screen at once, making it confusing when you're trying to kill hordes of those corporation bastards out for your head. Oh, and don't be too trigger happy, because **you lose points for killing civilians** - not that it stopped me, but I thought I should mention it. It's done in an attempt to deter you from killing everything on the screen and it doesn't work.



Guns now available in size "FUCKING HUGE"

While SOE is fun - I mean, killing and destroying is always fun - ultimately it gets old real soon. I enjoy mindless destruction as much as the next guy, but ugh. To break this they did add the revolution mode, which sends you on different missions. It's also fun at first but this too becomes tedious. The one problem I had with the missions was that there was no variety among them.



"When GAP sales go bad... Next on FOX!"



Above: The new, extra-large Maglites are a little ridiculous

Right: Capital City citizens are very protective of their parking spaces

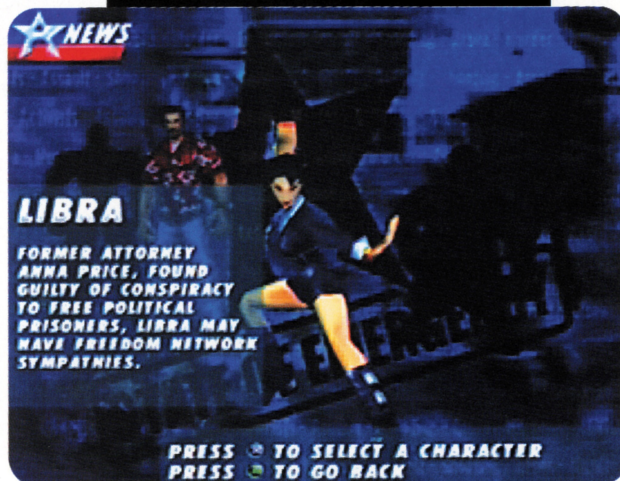


Each mission is pretty much the same formula. Go here, beat this guy up and jack him for his shit; or go get some guy, protect him and get him to this place; or go get an item and take it over there. And that's it. All you do is either go and beat some people up or go and protect some wimpy putz. Another problem I had with revolution mode was the fact that you're part of this huge revolution and you're the only one doing anything. Nobody helps you at all. It's always you against millions of pricks while the person your helping just stands there and gets their ass kicked. You have to do everything except wipe their fucking ass for them. I'm sorry, but I wouldn't be part of a revolution were it was me against everyone else. Have they never heard of team work? It would be nice to get some back-up, since it is just you, armed with a gun holding only 50 bullets, against an entire army of corporate security.

Since there are hideouts for the revolutionaries, one would think you could be able to go to these areas and at least get some life or a gun. Nope. Once again you are left to fend for yourself and just pray that you can outrun the masses long enough to find a decent weapon. Believe me, the farther you get into the level the harder your enemies become. I'm talking hundreds of guys chasing you with any weapon imaginable and, unlike you, they can lock on to your running ass.

While it's nice to have hundreds of people on the screen running around and screaming crazy shit, that's about all they're doing. Since people are rioting, I would expect to see a lot more looting. Another thing, I've been in huge mobs before and where ever there are gunshots people tend to run in the opposite direction, not just run around in circles. But these little things don't mess with the overall experience; it's just something I noticed.

While SOE does have its flaws, it's still is a **very fun game**. If you're looking for engrossing gameplay, then you're barking up the wrong tree. But if you're looking for **mindless destructive fun without all the annoying warrants and jail-time**, then you've come to the right game. SOE delivers what it said it would; killing and destruction with a little twist. If you're a fan of just blowing shit up, this is definitely the title for you.



That's Libra with a moon in Ass-whuppin'



Nothing gets stains off tile like napalm

GRAPHICS	89
CONTROL	80
SOUND FX	90
MUSIC	91
REPLAY	79
DESIGN	85
ORIGINALITY	90
DIFFICULTY	79
CAPTIVATION	80
FOULNESS	95



OF PLAYERS: 1 PLAYER

DEVELOPER: CAPCOM

PUBLISHER: CAPCOM

INFORMATION: WWW.CAPCOM.COM

FEATURES: VIBRATION, ANALOG CONTROL

BY RAINY COLON


TOTAL SCORE
842


Ah, Maximo... (No, not Maximus from "Gladiator," you uninformed putz.) *Maximo*, Capcom's new adventure game, is the long awaited sequel to the ever-popular *Ghouls and Ghosts*, or for some of you *Ghosts and Goblins*. While these were 2D side scrollers, Maximo has taken a leap into the future and become a completely 3D experience and a very nice looking 3D experience at that. Capcom has created a great game worthy of the former title's prestige. My only hope is that other game companies will start the tradition of having cute guy characters running around in their underwear. (I would truly appreciate this.) Anyway, let me tell you why I'm feelin' this game so much.



"Taste the fury of my Magical Underpants!"

First off, Maximo returns home after being away for awhile, only to find his country taken over and his girl hitched to his once-trusted advisor, Achilles. If that shit ain't enough, Achilles has taken the power of the dead (skeletons, zombies and the like) to do his bidding. Maximo finds out and goes to lay a serious hurting on Achilles, but gets killed almost as soon as he busts through the door. Talk about being punked. Death then makes a proposition with Maximo. He will send him back to the world of the living to beat Achilles down and diminish the power he has over the dead. And thus Maximo's adventure begins; he must cut through hordes of undead fucks to kill Achilles, save his kingdom, but, most importantly, to get his punany back.

Pretty good story huh? Revenge from beyond the grave is always cool, but that's not all that makes this game kick-ass. The game itself looks really nice. **The graphics are clean and colorful** and, while the character design is a little kiddy-looking, you will never feel like you're playing a kiddy game. The gameplay is your typical adventure-platform game. You run Maximo around picking up power ups and "koins" to buy items and shit. And don't forget to make sure you always have at least a 100 koins at the end of each level, because you have to pay 100 koins to save your game, which is kinda sucky. A lot of the levels require for you to jump from platform to platform, which, like any platform game, can become frustrating, especially if you keep falling. But, other than this, the levels are well put together.

Maximo gets a whole shit-load of abilities to use, like the ability to throw his shield, flame sword and other cool stuff. Also, Maximo can gain armor. You usually have to find it or unlock it from a treasure chest. Don't worry, keys pop up all the time — just make sure you pick them up. You can also go back to previous levels to pick up items and get more money — believe me, you'll need dough to survive. If you pick up 2 pieces of armor, Maximo

becomes invincible for 20 seconds, leaving a trail of undead bodies in his wake. **There is also plenty of secret stuff to find** in the game. You could be walking across the grass and ta-da, a chest magically appears and you now have a few more coins in your pocket (yeah!). **The music in Maximo is also very catchy.** You will find yourself humming the music especially the first stage's song — I couldn't get that damn tune out my head!!

While I am really fond of this title, there are still some things that stop me from being really happy with my entire experience. First off, one thing that pissed me off is the fact that it took only like 3 or 4 hits from an enemy for your armor to break off. I am not one to complain about a cute guy running around in his drawers, but not when I'm trying to get through the goddamn level without dying! This can become REALLY annoying. Hopefully, later on in the game you'll be able to extend your life gauge. Another thing was that, when you go to hit an enemy, there is a slight delay, allowing the bad guy first dibs on hits. This is not cool, especially when Maximo is down to his boxers. In addition, **the gameplay stays relatively the same:** slash, jump, slash, jump and that's pretty much it. At no time will you be amazed by something that you have to do. You will never go, "Holy shit I wasn't expecting that I would have to do that!" But it is still early on in the game and Capcom still has time to prove me wrong (I hope).

Aside from these little flaws, *Maximo* is a very solid and fun game. If you enjoy adventure games or if you're just a huge *Ghouls and Ghosts* geek, *Maximo* is definitely a title that delivers and does justice to its roots. Any game with cute guys running around in their boxers gets a plus in my book! (Woo Hoo!) .



This same exact thing happened to me during a field-trip to the Museum of Natural History

GRAPHICS

98

CONTROL

80

SOUND FX

89

MUSIC

92

REPLAY

85

DESIGN

88

ORIGINALITY

70

DIFFICULTY

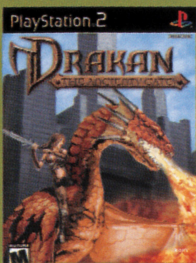
87

CAPTIVATION

81

FOULNESS

72



OF PLAYERS: 1 PLAYER

DEVELOPER: SURREAL SOFTWARE

PUBLISHER: SONY

INFORMATION: WWW.SCEA.COM

FEATURES: ANALOG CONTROL, VIBRATION

BY GREG WILCOX



TOTAL SCORE

868



Yet another great game to add to your PS2 collection, *Drakan: The Ancients' Gates*

is a near perfect blend of action, role-playing and adventure games featuring gorgeous graphics, tight, easy to learn controls, and a decent plot to keep you glued to your screen for hour after hour. At first glance, and even for the first hour or so, you'd think you're playing a medieval *Tomb Raider*, what with its heroine, Rynn, being bosomy, pony-tailed, and British-accented, just like Lara Croft. But looks can be deceiving, and Core had better be taking some notes — *Drakan* is so much less frustrating than the last couple of *TR* games. Not easier, mind you (some of the monsters will rip you to pieces if you're careless) but the dungeon and map designs are well thought out and beckon you like a lover to explore every square inch of terrain.

Even though this is a sequel (to the PC game from 1998), you don't have to have played the first game to understand the plot here: Rynn and her dragon, Arokh have to help open up four magic gates in order to stop some hideous evil from rising up and destroying their world. Yes, it's a rather well-worn path, but the seats are comfortable, and the road is pretty smooth all the way. After the intro movie you start out as Rynn, and after a quick control tutorial and an introductory battle, you're off to your first town, and soon enough, your first quest, rescuing a farmer's daughter from a fetid swamp. In the two hours or so that it takes to complete this quest, you'll become a **hand-to-hand and ranged-combat** expert. Later on, you get the opportunity to **learn a few spells** and while you don't need all of them to complete the game, Time Slow is highly recommended (you'll see why after a couple of boss encounters).

As good as the first area that Rynn explores alone is, the gameplay literally soars thanks to the introduction of Arokh, who Rynn uses as a means of transportation and as a powerful weapon against the hordes of enemies you'll face on land and in the air. Above ground, the game allows you to either dive into enemies as Rynn, weapon drawn and ready for action, or you can ride Arokh and let him soften up the troops with a few well-placed flame (or other magic) blasts. You have the freedom to explore pretty much at will while on foot or astride Arokh, with the occasional barred door letting you know that you need to speak to someone for a key. Exploring the overworld does pay off in the way of hidden items and gold, so take your time there. In the many dungeons and caves, Rynn has to go it alone, hopefully well prepared with **weapons, armor, and a few spells** for good measure. There aren't any mind-boggling switch puzzles, but occasionally, you'll come across a gate with enemies behind it and no idea of how to get to the other side, which leads to more exploration. The jumping areas in the game range from tricky to annoying, but again, not nearly as frustrating as any of the *TR* games — there aren't all that many and you're not jumping (impossibly) around corners.

Rynn is a dream to control and, again, Eidos would do well to adopt parts of this control scheme for its next *Tomb*

Raider game. The left stick moves Rynn, the right one adjusts the viewpoint, L1 and R1 are for talking, opening doors and cycling through your inventory, and R1 and R2 are your strafe and target lock on/off keys. The other buttons are for attacking, jumping, a first-person view (when you equip bows), and summoning magic. Arokh can fly in any direction with the left stick, the right stick pitches him up or down, L1 selects the type of magic used, L2 strafes, R1 fires his primary, and R2 his secondary attack. You use the Triangle and X buttons for takeoffs, landings, and ascending and descending maneuvers along with the analog sticks. Learn these controls well, and you'll be smiling like a Cheshire cat every time you take Arokh out for a spin.

You'll also be smiling when you're ogling the lush graphics — *Drakan* is one **sweet-looking game** — and Surreal did an excellent job in creating a spectacular world to bop around in. From the detailed blades of grass and flowers on Surdana's rolling hills, to the deadly floating islands of Stratos, you'll want to keep playing just to see what's around the next hill or hidden away in that waterlogged cave. The seamless transition from Rynn leaping from his back to take on ground forces is so well done, it's like watching one of those great Ray Harryhausen stop-motion films. I really felt like I was 9 or 10 years old again, plopped down in front of the TV on a Saturday afternoon, transported to a new world. A few of the human character models aren't as great to look at as most of the creatures, yet the game has a unique look to it that should keep you glued to your set. For the most part, you'll be seeing variations of the same texture work and items inside many of the caves, but some of the architecture later on in the game is quite impressive. There's a great sense of scale throughout the game, although you'll probably be too busy killing off monsters to appreciate this.

- continued on page 45 -



"The dragon has turned on the 'no smoking' sign, fire-balls are still allowed"



The final boss is this "evil" crate

DRAKAN: THE ANCIENTS' GATES



GRAPHICS

94



CONTROL

91



SOUND FX

87



MUSIC

84



REPLAY

76



DESIGN

92



ORIGINALITY

88



DIFFICULTY

85



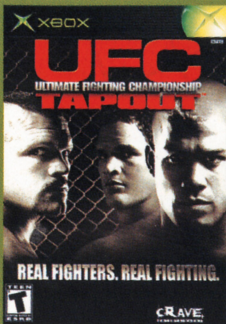
CAPTIVATION

91



FOULNESS

80



OF PLAYERS: 1-2 PLAYER

DEVELOPER: DREAM FACTORY

PUBLISHER: CRAVE

INFORMATION: WWW.CRAVEGAMES.COM

FEATURES: MUSCLES

BY DAVID STEIN



TOTAL SCORE
875



For those who aren't in the know, in the real world the UFC is a true (read: real, not with actors) mixed martial arts competition that pits fighters of different disciplines against one another. Originally started in 1993 to determine which of the martial arts was superior, much has changed since the early UFC tournaments, where the winner fought 3 fights in one night. For example, there are no longer tournaments, but individual fights, now in weight divisions, gloves, rules and state sanctioning. Fighters no longer train in just one discipline, but cross-train, which has ensured that there is no longer a dominant style of fighter or victory.



You see Billy, when one fighter loves another fighter very much...

The reality translates pretty well to the Xbox — **there are no gravity defying tricks but rather real moves** that you've seen these fighters try in the UFC events. The game boasts **27 fighters** out of the box, all veterans of UFC fights, with an additional **several that can be unlocked**. Sadly, those unlocked include two ring card girls, taking away from the "reality" of what is really a very good fighting sim. Other unlocked characters include **Ice-T** (what the hell is he doing here?), **Bruce Buffer** (the ring announcer) and the referees. **Tito Ortiz** is prominently featured in the game, but there are some fighters that haven't seen the UFC in years, and we are STILL missing **Randy Couture**, the UFC Heavyweight Champion since 2000. What gives? The PS2 *Throwdown* game will do away with some of the older fighters and toss in some new ones, again whetting our appetite for that game.

UFC: Tapout for the Xbox is a great looking game, improving on the Dreamcast and PS versions. In short Crave (and developer Dream Factory) deliver a hit for the Xbox, but it is **not quite a knockout punch**. Great graphics, fluid movement and great 2 player game play make this a stand-out, but some minor complaints, and particularly the lack of key features that will be contained in the PS2 *UFC: Throwdown* game, leave me feeling like this is just another emasculated Xbox game that got rushed to market early (although months later than its planned Xbox launch-date release).

Whether you play in **Arcade Mode** (one fighter takes on successive fighters until he loses), **UFC** or **Tournament Mode** (essentially the same 8 man tournament, which takes 3 fights to win) or **Exhibition** (you vs a CPU or a live opponent, or, if you've got no friends and don't want to play, CPU vs. CPU), each game starts in the standing mode, where players throw fairly standard punch and kick combos with the four control pad buttons. You can also try to go for the takedown, or defend against it. The standup, or striking mode, doesn't offer much more than most fighting games; it is when the game goes to the ground that things get more exciting and more tactical. Whether in standup or on the ground, *UFC* offers the standard Stamina and Strength meters; you can win

by knockout, submission, referee's decision or by the other side throwing in the towel (a needless option).

On the ground, in addition to punching combinations or escape attempts, both the fighter on top or on the bottom can go for a submission move. A submission is either some sort of choke or arm or leg work, such as an arm bar, key lock or heel hook. Some fighters are also able to go for submissions in the standup mode, but this is rare and they usually don't work. **The game play here is in learning the submissions** (poorly detailed in the document-

tation) and learning the defenses and reversals. A fighter from the top has superior striking ability (this is where the blood usually flows) and it is generally the more advantageous position. A fighter on the bottom, particularly if he is trained in submission fighting, can readily win a fight. The standup game is not terribly much different than any standard fighter game; the ground game, full of bloody strikes, submissions and reversals. The groundwork game is similar to the UFC; many of the strikes, holds and positions are so familiar that you really can feel that you are in the octagon.

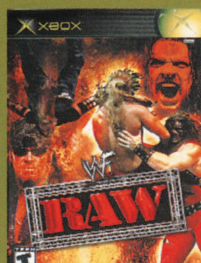
In addition the fighters in the game, **there is a "Create-A-Fighter" mode**. While it is nice to see an additional number of fighting styles you can choose from, it left me wondering why there were no Brazilian Jui-Jitsu stylists already in the game. Most confusing, however, is that the somewhat detailed creation system leads to almost nowhere: **there is no career mode in which you upgrade your skills, learn new moves, build strength or stamina, etc.** You create your fighter and you're as good as you're ever going to get; you can fight in a tournament and be the champ in a few minutes. The PS2 *Throwdown* game will have a career mode (as well as a handful of new fighters), confirming my suspicion that **the game was rushed**.

- continued on page 45



Replay option means homoeroticism squared!

- GRAPHICS **96**
- CONTROL **90**
- SOUND FX **82**
- MUSIC **71**
- REPLAY **92**
- DESIGN **91**
- ORIGINALITY **85**
- DIFFICULTY **93**
- CAPTIVATION **85**
- FOULNESS **90**



OF PLAYERS: 1-4 PLAYERS

DEVELOPER: ANCHOR INC.

PUBLISHER: THQ

INFORMATION: WWW.THQ.COM

FEATURES: MEMORY UNIT

BY GREG WILCOX



TOTAL SCORE

820



On one hand, **WWF Raw is War** for the Xbox is the most spectacular-looking 3D wrestling game ever made,

with a unique grappling engine and an excellent, deep Create-A-Superstar option that will keep you busy for weeks on end if you're into the "sport". On the other hand, it's also a first-generation game that has a few flaws due to its being rushed out the door to the rabid WWF fanbase. The developer, Anchor, who did the remarkable UFC game for the Dreamcast, was obviously a good choice for this one - the presentation is amazing, and non-fans will even get caught up in the TV-style presentation, with all its pyrotechnics and driving intro music.

Raw's play modes include: Exhibition (which has 2 types of Tag Team bouts), 2 or 3-on-1 Handicap, Battle Royal, Triple Threat, & Fatal 4-Way. There's also a Royal Rumble, and a number of title matches you can challenge. Unlike *WWF Smackdown*, there's no story mode to speak of, which is a huge loss - fans of all the backstage drama will no doubt be miffed somewhat. The game has a great tutorial that explains everything in extensive, easy to understand detail about how to get your superstar to move around the ring and grapple with the rest of the best. I highly recommend this to you non-manual readers out there - you'll have you ass handed to you time and again if you don't pay attention.

The moves each wrestler has are extensive, and part of the challenge in *Raw* is keeping a quick eye on the stamina bar located near your player's feet. Every move in the game takes energy, and if you try to mash them out rapidly, you'll more often than not be on the receiving end of some elbow or knee induced pain. You also have to deal with the Voltage Meter, a gauge representing the crowd's reaction. You'll need to use your character to excite and taunt the mob, sending the Voltage Meter back and forth during a match. If you're lucky enough to beat up on your opponent until he or she is groggy, the box next to their stamina meter will flash, meaning you have a few seconds to try a pin, submission hold or finishing move. It can really be a bit annoying to take a created player up against a mega-popular lug like The Rock, simply because the crowd's going to be on his side for a good deal of the match, making him harder to pin! You have to pull off some really nice moves and hope that the audience decides to back you for a few seconds so that you can pull off a win (tough, but it can happen).

You can also find items to use during matches as either weapons or wearable accessories hidden in strategically placed crates outside the ring. This adds a ridiculously comic touch to fights if you grab, say, a hand-puppet and your oppo-

nent grabs a pair of sunglasses or a lobster claw. In the create-a-wrestler feature, you'll see many "???" slots- these are items that you have to find during the game by doing specific things. I can see some of you out there avoiding the crates entirely, and just going into pure grappling mode. Occasionally, you'll get interference from another wrestler, and this can be a help or a hindrance - sometimes the guy or gal butting in will turn on you in a flash, like a bad dog! Sometimes the CPU wrestler gets stuck outside the ring, or

will start pounding on your manager for no reason while time runs out, forcing a draw or some quick thinking on your part.



Every pit-hair is painstakingly rendered

There are no announcers during the matches, which is sort of weird, considering the endless ringside babbling during the actual telecasts. I love that you can tailor your created character to use any intro in the game, although you can't make a customized soundtrack, which is another downer.

Also a downer are the things that have plagued most wrestling games for years - *Raw* can be incredibly slow and stiff at times. Yes, there are loads of moves for each character, but I played *Virtua Fighter 4* just after *Raw*, and that game has about as many moves to learn, yet animates so much more fluidly than *Raw* does. A few of the characters even have wrestling specific moves that put some of the signature moves here to shame. It made me wonder why US companies don't approach Sega, Tecmo, Namco, or Capcom to do a better wrestling game. Again, if you're a fan of the genre, *WWF Raw* is a great game, but *Giant Gram 2000* and the *Fire Pro* games are so much better overall. Until a US developer or pub-



The punishing "taint-grab"

lisher can successfully copy these games, companies like Anchor will be the only ones that wrestling fans here can count on to bring them the best that the WWF has to offer.

WWF RAW IS WAR



GRAPHICS

90



CONTROL

84



SOUND FX

80



MUSIC

92



REPLAY

87



DESIGN

69



ORIGINALITY

55



DIFFICULTY

89



CAPTIVATION

83



FOULNESS

91



OF PLAYERS: 1-2 PLAYERS

DEVELOPER: AM2

PUBLISHER: SEGA

INFORMATION: WWW.SEGA.COM

FEATURES: VIBRATION, MEMORY CARD

BY GREG WILCOX



TOTAL SCORE

871

If you're a PS2 owner, swear by the Tekken series, and/or haven't played a Virtua Fighter game before, you'll probably hate this game... a lot. VF4 is probably the most demanding fighter ever, and it will frustrate the strictly Tekken/Bloody Roar fans out there to death. You 2D-only guys and girls should just throw a noose up the nearest oak tree — your heads will explode as soon as you pick up the controller. Button-mashers will merely get beat down by the CPU or experienced players fast, and some newcomers will call the game cheap and unfair. But, **VF4 is a game that you'll buy and keep for years** as you learn from it, and not too many games can say this.

What makes VF4 so good? Lush graphics, a number of stellar play modes, and again, that learning curve that will separate experts from casual players within a few matches. Gone are the floating jumps, evade button, and ridiculously complex combos from the previous VF games, as well as VF3's tilted stage designs. VF4 goes back to the four-cornered arenas and rings of part one, and adds elements made popular in other fighters (**breakable walls, weather effects and dynamic lighting**). Yu Suzuki and his AM2 team know what makes a good fighter — not throwing fireballs from under a skirt, fatalities, or gallons of blood, but CPU opponents that move, fight, and counter blows with uncanny skill and realism. There are a few flashy signature moves, but you won't be seeing any 133-hit combos or huge hit explosions while you're playing.

Most of the cast from previous games have made the trip to the PS2 version, and the **two new characters**, Vanessa Lewis and Lei Fang, fit in just fine with the returning crew. Unlike other fighters out there, each character doesn't have a storyline that has you playing them all to find out the plot, but you'll definitely want to play through to try out the various fighting styles. You can be truly cheap and try to ring out most of the CPU opponents, but you won't be doing yourself any justice if you do — besides, the computer is too sharp, and will reverse and counter you all over your face, all over the place.

There are a LOAD of play options here — the usual Arcade, VS, and Sparring (Training) modes, plus a **wonderful AI mode** where you "raise" and train your fighter of choice. The new Kumite mode is a total blast to play, despite being tougher than King Kong's calluses. The game simulates an arcade tournament, but here you'll go up against CPU players that vary in fighting skill. Some are easy to beat, others will have you inches from destroying your controller, and that's the fun here — you don't know who's next until you face them, and that unpredictability keeps you on your toes. Finally, the Data File mode allows you to save your characters stats and collect items you gather throughout the game.

AM2 did a remarkable job of bringing VF4 from the Naomi arcade board to the "less powerful" PS2. **The characters and backgrounds are stunning**, and everything moves at 60



"I won't let go of your nipple until you whistle!"

frames per second. The fighters' hair and clothing react with each step, and their facial animations are perfect, especially the excellent lip-synching. Some of the arenas have walls or floors that can be broken during fights and all the stages have stuff moving all over, adding to the dynamics and keeping your eyes busy. The game has a certain visual style, with its elongated, slightly angular characters — at times they look like well-animated dolls going at it. But you can't help but marvel at the fluidity and perfect collision detection when Vanessa grabs your hand or sidesteps as you throw a punch, or Jeffrey goes into his fearful Giant Swing. **The voices and music are also great**, although don't expect a huge variety in the way of dialogue or memorable tunes. Go play Dead or Alive 2 or 3 with its bouncing breasts and Aerosmith blaring out your speakers if you want that.

The game has a few tiny issues regarding control — although VF4 allows you to configure the buttons on it, the **Dual Shock 2 is a piss-poor substitute for an arcade stick**. There is a custom stick for the import version, or you can pick up Interact's massive Shadowblade — either one is a marked improvement over carpal tunneling yourself with the stock PS2 controller. Some of you will be able to make do with what God Sony hath given thee — more power to you, I say. Another minor gripe: there aren't any other hidden characters other than Dural as far as I've played — it would have been cool to see a couple of Shenmue characters make an appearance. Perhaps VF5 will tie into the series somewhat, or characters from the game will show up in future installments. This would give the VF cast a bit more depth than they have now.

The bottom line is; do whatever you have to do (legally) to **grab a copy of Virtua Fighter 4 as soon as it hits your favorite game store**. The more you play it, the deeper it gets, and you'll be a better fighting gamer because of it, guaranteed.



The National Chiropractic Association would like to remind you: Spines cannot bend 90°

GRAPHICS

98

CONTROL

92

SOUND FX

88

MUSIC

82

REPLAY

95

DESIGN

86

ORIGINALITY

77

DIFFICULTY

97

CAPTIVATION

94

FOULNESS

62

FOUL



OF PLAYERS: 1 TO 3 PLAYERS

DEVELOPER: NAMCO

PUBLISHER: NAMCO

INFORMATION: WWW.NAMCO.COM

FEATURES: GBA LINK

BY JESSE LABROCCA

GAME BOY ADVANCE

TOTAL SCORE

881



TEKKEN ADVANCE

For those of you that think the GBA

(Gameboy Advance) is just a minor upgrade from the Gameboy Color, I suggest you check out the new gem from Namco: *Tekken Advance*. I have always been a strong Tekken player on the PSX platforms and I was disappointed by the poor showing of *Tekken Tag* on the PS2. Lo and behold, Namco pulls out of its ass the best damn portable fighting game ever. Without doubt this game is the best. While some of you lame-ass *Street Fighter* fans are all over the GBA's *Super Street Fighter*, it is this *Tekken Advance* game that now holds my balls to wall. I can't stop playing this cart.

Let's start with the different modes. There is **Arcade**, **Vs Battle**, **Time Attack**, **Survival**, **3 on 3 Arcade**, **3 on 3 Battle**, and **Practice** which you will need a lot of. Most of you *Tekken* fans should be familiar with all these modes. To make note, the Vs modes are 2 player but you will need the link cable, an extra *Tekken Advance* cart and of course a second GBA. Having a friend is a plus but not actually necessary. You could always go play with your local hookers on the corner while they are between Johns. There is also a great options screen with difficulty, fight count, time, controller setup and the records screen. This setup is so much like the console versions that I practically pissed my pants. I started ASAP on the **Arcade mode** with the thought that I was a seasoned *Tekken* veteran and could wipe butt in a heartbeat. I changed the round count to one so I could beat the game quickly and get whatever extra characters I could find. I did eventually win but not without immense trouble and some continues, so much for hard mode, time to turn it back to normal. The ending was lame, it said I was the champ and gave me some credits... big deal. Where was my hidden character? Frustrated, I tried some other modes. The **3 on 3 tag mode** was great, fast, efficient and again, a challenge. I am not a fan of the tag crap but on the portable it seemed kind of fun. The graphics are just perfect. Most of the animations are there.



Battle of the Ugly Heads!

Some new moves have been kicked in for all the characters as well as signature moves. Because the game has sprites instead of polygons the grabs are not as dynamic and are typically just a string of hits. The controls work very well and are superior to the *Street Fighter*; half circles and a six-button game can't be converted as well as the *Tekken* series. In the *Tekken Advance* you have a kick, punch, grab, and tag button. Spending about an hour in the practice mode will put you over the top. Just looking at all the moves puts saliva on my tongue.

Maybe I should mention all the characters. Xiaoyu, Yoshimitsu, Nina, Law, Gunjack, Hwoarang, Paul, King, Jin, and the one secret boss man character himself **Heihachi**! To play as **Heihachi** you just got win with all the characters in **Arcade mode**. I was reminded of the first *Tekken* on the PSX when I played this game and to tell the truth I think it is better all around. The speed of the game rules and the action is very tight. I wish I could find some negative things to say cuz I am such a bastard but hell...they got this one right. The more I play it the more I love it and that is what a great game is all about. Not only can I recommend this game to everyone but I also think this game is worthy of the first portable handheld fighting game tournament. Maybe Namco can give us a call here at Foul and we can arrange something. Right now I gotta go and kick some **Heihachi** ass with **Yoshimitsu**. Go buy this game you lazy fuck! NOW!



Avoid the space-time rift on the floor.



Friendly Mr. Exclamation Point will teach your fighter about punctuation!



GRAPHICS

91



CONTROL

93



SOUND FX

85



MUSIC

74



REPLAY

92



DESIGN

96



ORIGINALITY

80



DIFFICULTY

90



CAPTIVATION

97



FOULNESS

83



OF PLAYERS: 1-4 PLAYERS

DEVELOPER: SMILEBIT

PUBLISHER: SEGA

INFORMATION: WWW.SEGA.COM

FEATURES: MEMORY CARD

BY ABINY COLON



TOTAL SCORE

911



Crappy Xbox had to get a title I've been waiting for.

Why, oh, why couldn't *Jet Set Radio Future* be on a console I actually liked? But I guess Xbox needed another great title besides *Halo*, so I can't be that mad. Hopefully this isn't an Xbox exclusive (hopefully). For those of you who went out and bought an Xbox, your gaming needs have been quenched for now. This latest addition to the lacking line up is definitely a must have. For those of you who didn't have the luxury of playing *Jet Grind Radio* on Dreamcast, here is what you missed.



Mag-lev skating is NOT a crime...

electric shock. You also have the ability to perform different tricks while grinding to speed up, which helps a lot. And finally, **they added a versus mode** where you can **race and tag battle**. But, unfortunately, there is **no cooperative multiplayer mode**. They should have put it in this time around. It would have been fun to skate around and tag up with your gang. This time around, the environments are huge; this allows for a lot more grinding, tricking and tagging.

While they did add some new stuff, they took out some other things. In the first game, you had the ability to wall ride on anything. **Now you can only wall ride on certain billboards**. They also took out the timer on each level, which isn't too bad, but that clock added a sense of "Man I gotta hurry up and find this last tag before the cops shoot me down and the time runs out!" Now you can just lollygag about and do whatever. **They also got rid of the whole Internet feature** that allowed you to trade your home-made tags and chat with other jet grinders.

While there are a lot of new additions and a lot of things taken out, ***Jet Set* is still a very fun game** and, while fans of the first might gripe about some things, once they sit down and play the game they will be pleasantly surprised. It does feel like the game has been simplified a bit but not enough to insult those of us who sat down and mastered it before. They've just made it so anybody can play without making it super easy. **This is still a solid title that makes me think twice about an Xbox purchase.**



... but vandalism is.

GRAPHICS

95

CONTROL

90

SOUND FX

93

MUSIC

94

REPLAY

92

DESIGN

96

ORIGINALITY

97

DIFFICULTY

76

CAPTIVATION

93

FOULNESS

85

Jet Grind Radio was one of the most unique titles to come out in along time. It offered a great storyline, unique graphics, cool music and creative gameplay, all while being revolutionary in an otherwise stale and rehashed market. The story was this: Kids with magnetically powered skates cruise the city, tagging up everything, all while eluding cops, rival gangs and evil corporations bent on world domination. Cool, huh? This was all delivered in a totally different and completely new way. The controls took some getting used to, but once you learned them, you were skating and tagging with the best of them. If you're one of the lucky people who owns a Dreamcast, this is one title you should go out and find. Most places sell it for, at most, twenty bucks.

Some of the things that made *Jet Grind* so cool were the character design and music. The characters were completely innovative and still are. They weren't your run-of-the-mill designs; they caught your eye for their originality. My one gripe is that **they made the one chick in the gang, Gum, a total hoochie**. She was cool in the first one, now it's nothing but low cleavage and panty shots. The music was also kick-ass, catchy and you found yourself humming along even if you didn't particularly like the song.

This latest installment is no exception. While the story seems to be pretty much the same (**skating, tagging, beating up rival gangs and cops**) this time around, they took out some things and added some new stuff. For instance, the ability to dash whenever you wanted has been replaced by a super dash that takes up 10 paint cans. No longer must you stand and perform joystick movements to complete your graffiti. Now just whiz by and hold one of the triggers and, tada, instant graffiti.

They also added a whole new batch of moves you can perform, like **the ability to bum-rush cops**. No longer must you run like a bitch, now you can fight back. Also, you now have the ability to grind up telephone poles. That's right, **UP**. And you can grind across telephone wires without the fear of



OF PLAYERS: 1 PLAYER

DEVELOPER: SMASH FACE GAMES

PUBLISHER: SMASH FACE GAMES

INFORMATION: WWW.SPECIAL-OLIMPIANS.COM

FEATURES: THAT WARM FEELING

BY JESSE LABROCCA



TOTAL SCORE
777

Konami has always been at the forefront of the Olympic video games. Since the old arcade *Track and Field*, the company has been the center of the smashing-but-tons-for-speed genre. Personally I think most of the competing games are retarded. That was until Smash Face Games released this weird but revolutionary vision of things to come.

This being the year of the Olympic winter games out in Salt Lake City, Utah; all the hype has spawned a number of hot track and field style titles. This is the first one with actual support from the Special Olympics. Your goal is not just to win, but to compete in a **wide variety of games that are normally not on the regular Olympic games.** You gain points in every event you enter and actually finish in, whether you win or lose is not as important. The nine events I was able to open up were the **500 meter wheelchair, wheelchair basketball, paraplegic swimming, blind javelin throwing, down syndrome gymnastics, armless bowling, multiple sclerosis golf, blind downhill skiing, and one-arm/one-leg softball.** While these events sound very strange they just so happen to work really well.

First you choose a team. Each team has nine members that will try to compete in each event. The game supports up to eight players with two players at a time in a tournament mode. You can name your players but not create your own team. The stats are the same for each team. The difficulty comes in the events and controlling them. For each event you finish, you are awarded a star. If you can come in top three, you will receive the bronze, silver or gold. There is no real winner of the entire event. I think the people at Special Olympics were more concerned about the spirit of the games and it works to perfection. **Never really losing is just as good as always winning.** That is the spirit of the game.

Each event has a separate yet simple control system. Since this is a one-page review, I can't get into each one but basically it involves keeping your character from falling over with the analog or button smashing with little accuracy. I did find out after a few games that a neat trick was to hold the L1 and R1 together to help the person win. Try it and you will see what happens.



Wheelchairs AND basketball?
Two good things that go great together.

Never really losing is just as good as always winning.
That is the spirit of the game.

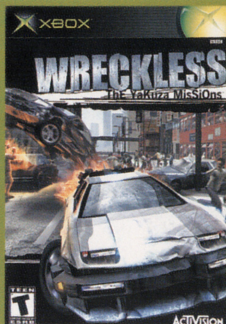
The graphics were very average for this type of game. I have yet to see any Olympic type games with phenomenal graphics. The movement was smooth, though, and I got a good laugh with the MS golf cuz your guy falls down after each swing. I think it might be a bug or I was doing something wrong, but it was fucking funny.

This game does a great job of bringing to light the dedication it takes to being a Special Olympian. It had a section for you to watch real athletes that talk about the positive experiences the games have had on their lives. Mostly the game wants you to donate some money to your local charity foundation. Being politically correct has now entered the gaming industry and I for one am glad. If you have a heart you will buy this game because **ten dollars from every sale will go towards a fund for Special Olympics.** Since the game is a budget Playstation 2 game for only \$19.99, then this might even qualify as a tax write-off.



Even the blind should have the right to throw long, sharp objects if they want to.

	GRAPHICS	77
	CONTROL	79
	SOUND FX	70
	MUSIC	80
	REPLAY	83
	DESIGN	82
	ORIGINALITY	97
	DIFFICULTY	90
	CAPTIVATION	87
	FOULNESS	32



OF PLAYERS: 1 PLAYER

DEVELOPER: BUNKASHA

PUBLISHER: MICROSOFT

INFORMATION: WWW.XBOX.COM

FEATURES: MEMORY UNIT, LOADS OF CRASHES

BY GREG WILCOX



TOTAL SCORE

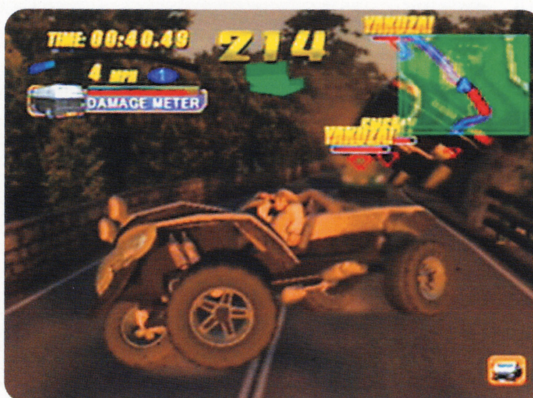
765

**Imagine a fighting game**

where there were blood and bruises when you or your enemies or got hit, but everyone was invincible- dumb idea, huh? Apply this "principle" to a driving action game, and you get *Wreckless* for the Xbox, a game that could have, and should have been better. I've said it before, and I'll say it again: **great graphics don't make a great game**, and *Wreckless* is a prime example of this fact. Yes, it's lovely to look at, but if you want sheer frustration multiplied by some poor design decisions, you should run right on down and drop fifty bucks right away on this one. What's so wrong with this game are the little things that the developer, Bunkasha left out in a rush to turn this from a PS2 to an Xbox title. What things, you ask? Well, a practice or time trial mode so that you could learn the controls and get used to some of the courses, a way to tinker your car settings, and maybe a two-player mode (so you could enjoy the game with your Xbox-less friends) for starters.

The game owes a huge amount to *Super Runabout* for the Dreamcast, which was a lot more fun than *Wreckless*, simply because players had more freedom to drive anywhere (except water), and the overall balance was a bit more fair. Some of the same people worked on both games, so I guess they were trying to improve on a few elements rather than create something entirely fresh. The main draw here (besides the amazing graphics) is the ability to **smash any vehicle and some objects in the environments to pieces**, which becomes more of an annoyance than anything else. The really stupid things here are that the damage is only cosmetic and hitting stuff only costs you time, rendering the damage effects pointless. Also, taking a shortcut off the beaten path will sometimes get the words "wrong way" plastered onscreen, and you get teleported way over in the right direction, which would be fine, if this were a track-based racer. At least in *Super Runabout* you could go all over looking for shortcuts and jumps, and you earned bucks for smashing stuff up, which made crashing into stuff on the way to your goal somewhat fun.

The game has a **Mission mode**, where you select either a pair of female cops or a pair of wannabe spies and take on the Yakuza in assorted scenarios. If you've played *Super Runabout*, the structure is similar: choose your mission, grab a car, pick a mission, and go! Although the controls are simple, getting your car to do what you want to seems to be a matter of luck, skill, and occasional clairvoyance. Sometimes, you'll have 20 seconds left and your goal in sight, get rammed by an enemy or CPU vehicle and flip end

**Dude really cherried out his golf-cart**

over end, landing on your roof. By the time the animation is over and the game decides to right your vehicle, that time had zipped down to 5 seconds and you have to hit the restart button. The lack of a practice mode means that **you'll be restarting over and over until your fingers are numb** (or you throw your controller through your TV in frustration). Replay value is one thing, but **where's the value if you always feel cheated somehow?**

Again, graphically, it all looks incredible with **gorgeous lighting, detailed cars and buildings**, and a well-done (but a bit hectic) replay mode. Just like in *Super Runabout*, the character models are quite cartoony and goofy-looking compared to the realistic cars, especially Ho and Chang, the wannabe spy pair — one looks like a chubbier Elton John and the other one looks like Frankenstein's Monster crossed with Jerry Lewis (really!). The game also loses points with the disappearing cars and pedestrians popping out of buses and trolleys with about three frames of animation- not good at all. **The music and sounds don't impress** as much as the visuals, though — like the gameplay in *Wreckless*, there's a lot of repetition. Oh, and one more gripe: Yakuza in Hong Kong? Uh, riiiiight...

Despite my ranting, once you come to grips with the controls and limited gameplay, ***Wreckless* is actually a fun game** (for about an hour or so) that deserves a much more accessible sequel with more options than what ended up on store shelves. As it is, the game is **worth a rental** just to ogle the graphics as a spectator, but if you're looking for an easy ride, pick up the controller at your own peril.

**Don't stop to check your map while you're on the train-tracks**

GRAPHICS

96

CONTROL

71

SOUND FX

69

MUSIC

71

REPLAY

80

DESIGN

83

ORIGINALITY

62

DIFFICULTY

62

CAPTIVATION

76

FOULNESS

65



OF PLAYERS: 1-2

DEVELOPER: NAMCO

PUBLISHER: NAMCO

INFORMATION: WWW.NAMCO.COM

FEATURES: MEMORY UNIT, LESS CRASHES

BY CANBAN MCHOW



GAMECUBE

TOTAL SCORE
621



SMASHING DRIVE

The first thing I will say is this game is not *Crazy Taxi*!

The only thing that *Smashing Drive* and *Crazy Taxi* have in common is that you race around in taxis. In *Crazy Taxi*, you pick up a fare, then race to random checkpoints within a certain amount of time. *Smashing Drive*, on the other hand, is a **straight up check-point racer** a lot like the Yu Suzuki classic *Out Run* except this has a futuristic New York City theme. To be honest, the car really did not have to be a taxi. It could have been any sort of car.

The game, graphically-speaking, **looks like a high-rez, ram-expansion endeavor** for the Nintendo 64 leaving a lot - and boy do I mean a lot - to be desired. Namco is definitely capable of putting out a better product and the GameCube is well equipped to run more advanced software. I can't really say who or what dropped the ball on this. If you are expecting this game to be the reason to own a Cube, then you're a BOOB! If you have played everything out for the Cube and haven't tried this, I **sternly suggest you rent this game before you buy it**. You never know, you may like it. I almost did if it weren't for the sound! The effects do not affect you, and the sound track sounds like a methadone clinic with George Michael on the Karaoke machine - pretty lame if you ask me.

The game play is nothing new at all. If this were 1989, this game would have been amazing. Alas, it is not. The year is 2002 and *Grand Turismo* is the king of driving sims and *Crazy Taxi* rules as the arcade racer with a small touch of *Cruising* whatever-the-hell USA, Zimbabwe... You know the one. This game is a real bore if you do not pick up any power-ups. The taxi does go at a snail pace and the horn wears out quickly, so **traffic can be a real fuckin' pain** in the ass. The sonic just makes a lot of noise and blows shit up, the repair does just that, the crash can go through just about anything and the turbo is the most important thing to get. If you miss any of these, you might as well start



"Roads? Marty, where we're going, we don't need... roads."

over. The cutter is the weakest weapon, the glider is good to get other power ups and the 4x4 lets you smash anything, just like the crash, but you're a bit taller, so you can grab power-ups.

To be honest, **this is not game of the year**. You will beat the arcade mode in 45 minutes or less. This was a port straight from the arcade with no add-ons. This is not like

Namco at all. Why would you get this game? Maybe you have money to burn, maybe you just want to try it or maybe you loved it in the arcade and you simply can't get enough of it. Maybe someone lied to you and told you it was great. I can't say.

The only thing that *Smashing Drive* and *Crazy Taxi* have in common is that you **race around in Taxis**.



I think this is supposed to be a combine hitting a crate of super-balls.

"Damn you, Duke Boys!"



GRAPHICS

80



CONTROL

77



SOUND FX

50



MUSIC

79



REPLAY

10



DESIGN

50



ORIGINALITY

69



DIFFICULTY

40



CAPTIVATION

82



FOULNESS

84



PC

BY GREG WILCOX

PC gamers looking for a great off-road driving fix will find lots to like about *Screamer 4x4*, one of Virgin Interactive's "Anywhere, Anytime, 20 Bucks" series of games. I wasn't expecting anything more than a decent, bouncy arcade-style racer, but boy was I surprised- this is **one of the best pure driving experiences I've ever had**. The game has a ridiculously high learning curve, which will turn off amateur road hogs even on the easiest setting.

The title *Screamer* is actually a cruel joke — most of the time you spend racing you'll barely reach 90mph, and that's only on courses with rare straight-aways. Most of the time you're bouncing over rocks, crawling slowly and carefully up hills, and struggling like a madman to keep from flipping over as you're sailing downhill. The only screamers will be those unprepared for such a cool physics lesson. This is definitely a game which requires Zen-like concentration. There are five gameplay modes, for single or online play, but this is the sort of game that caters to the individual rather than a wide online community. I can see it now: 4 other players bouncing, tumbling, crawling and screaming as they struggle to finish a single race — fun, big fun!

The game boasts some **extremely sharp graphics** featuring detailed vehicles with amazingly realistic working headlights to match the stellar physics model. Although the vehicles take no visual damage, you can adjust this so that you'll experience a more realistic off-road experience. You probably won't finish any race you enter and bash your keyboard against your moni-



tor, but hopefully you're above such behavior. The environments are solid, but look a bit alike at first glance—you'll have to navigate through them to really discern the differences. You can also create your driver and co-driver, adjust the weather, time of day and tweak a few effects on and off. The music and sound effects are well done and appropriate.

The only gripe I have is **the game doesn't support certain controllers**. I know some of you out there can deal with keyboard driving, but a game this accurate demands some sort of analog control. Other than that, you won't find anything to really dislike about *Screamer 4x4*. Don't let the budget price fool you one bit- **this is one game that's easily worth twice the money**, and better than many other off-road racers out there.

Another of Virgin's \$20 lineup of PC games,

Original War is a real-time strategy game that's stuck in some sort of time warp both literally and figuratively. It has a few neat touches, but its faults beat it down to the level of a Super NES title, and that's a stretch. It's not a terrible game, but **if you're looking for the next level in gaming bliss, you won't find it here**. The plot is weird, the graphics and sounds are dated, and the gameplay borders on frustrating. Strangely enough, **it's sort of addictive**, but only if you're willing to forgive a load of annoyances.

The plot is some time-travel craziness involving the Americans, Russians (and later on, the Arabs), and some miracle machine that will let whoever owns it rule the world. The only problem is that the fuel needed to



PC



BY GREG WILCOX

operate it is in Russia (if you choose the U.S.), or in the U.S. (if you choose the Soviets), and you have to (get this) go back and train apemen to fight for your cause! Yes, ape-men. Normally, a plot point like that immediately sends games like this one to the bottom of my must-play list, but I have a review quota to meet, so onward we go...

There's a definite old-school appeal, if you're into older DOS titles like *Mission Force: Cyberstorm*, but *OW* falls short with its lame pathfinding, item specific characters and RPG-like level up system. Sure it's nice that your guys gain experience and skills, but you'll be reloading saves constantly when one of them gets killed after s/he gets stuck behind a rock or some other object on the terrain. Even though *OW* is supposed to be a real-time strategy game, **it plays like connect-the-dots in 3D**, with its puzzle game level design.

Graphically, the game screams 1997, and despite some nicely detailed textures and environments, I really can't see why you need a Pentium III 450 with 64MB of RAM to run this game. The music and voices are decent, but the game has the tendency to swap out voices on characters, which is confusing if you're trying to follow the plot. Finally, the game is probably **a bit too difficult for beginners**, but RTS veterans will probably be interested in it at the budget price while they wait for Blizzard to finish *Warcraft III*.



Don't Be Afraid of Love

Lo Fidelity Allstars
Skind

BY SETH WOEHRLE

When the Lo Fidelity Allstars put out *How to Operate With a Blown Mind* in 1999, the world did not yet know that it needed acid-rock-R&B-Brit-rap-tronica, but we soon learned. The Allstars are here to school us again with *Don't Be Afraid of Love*. In spite of (or perhaps because of) losing lead vocalist Wrecked Train and a keyboardist, the group has surpassed *Blown Mind* and become one of the few Big Beat era bands to reinvent the "dead" genre. Starting with the menacing/blissful crunch of "What You Want," the album is a runaway train of hip-hop, 70s funk and expertly layered knob-twisting and scratch-

ing. Featured in the rhythm game *Frequency*, "Lo Fi's in Ibiza" is a raunchy track that is about as far away from trance as techno gets. "Feel What I Feel" is a 80s prom-song revision so unabashedly stoooid, it ventures into the shameless territory previously claimed by Fatboy Slim, but manages to keep the classic Allstar sound. That sound comes through in "Cattleprod" — gritty Limey rap with dirty bass-lines and satanic house beats. Even old-time funkster Bootsy Collins show up to teach the Brits how it's done on the drifting, horn-tinged "On the Pier."

It's more fully realized than *Blown Mind* and aimed more towards the dance-floor, but it still keeps the atmospheric touches that made its predecessor such a trip on the headphones. Like Basement Jaxx's *Rooty*, *Don't Be Afraid of Love* is a reassuring message from U.K. that house music still has some legs, even if those legs have been reconstructed Frankenstein-style with funky nastiness and psychotic electronics.



Or

Golden Boy with Miss Kittin
Emperor Norton

BY GIRTH GILBERT

The Superfriends' newest recruits? Not hardly. Golden Boy and Miss Kittin won't save the world from the rash of computer viruses (read: amateur musicians with loads of software) but they're in there with cuddly, fun, retro-styled synthpop in a time where most electronica pangs for neat, contrived little boxes. The Swiss beats come courtesy of famed artist/Stefan Altenburger: it seems like he set his timepiece for 1985, inspired by early Depeche Mode or New Order — Track 5, "Nix," sounds reminiscent of "Blue Monday." Miss Kittin actually did the voiceovers for the "Learn English" Berlitz tapes... Alright, I'm a liar, but it sounds like she could have. On *Or* her precocious vocals sprinkle most of the tracks like Mrs. Dash. Not the true buttaz but a tasty substitute.

A Senator on Every Game Designer's Shoulder:

LIEBERMAN WANTS A HAND IN HOW GAMES ARE MARKETED

Almost from the start of video gaming,

there have been attempts to legislate the content of the games. Congress has held hearings in the past regarding video games, focusing on both violence and sex — the last large assault coming against "Night Trap" (Sega CD) and *Mortal Kombat* (for the Genesis, due to blood and "finishing moves").

The last round of Congressional inquiries led to the industry formation of the Entertainment Software Review Board ("ESRB"), which rates video games based upon their content. Although voluntary in nature, all large console manufacturers apply for ESRB ratings for their games, as many national retailers (no doubt pressured by the fear of governmental intervention) will not sell games that are not ESRB rated.

Apparently, Congress may not be satisfied with the effectiveness of the ratings. At present, the ratings have no legal meaning; it is not a violation of any specific state or local regulation to advertise or sell or advertise "Mature" rated games to minors. The enemy of the industry in Congress, almost-Vice President and still-Senator Joe Lieberman, is once again on the attack. New legislation proposed last year, but still making its way through Congress, is nothing less than a legislative attempt to restrict the First Amendment.

Senator Lieberman introduced the bill, titled the "Media Marketing Accountability Act." If passed, the act would prohibit "adult rated" media (music, movies and games) from being marketed to minors. Under the bill, advertising or marketing is targeted to minors "if it is intentionally directed at minors, presented to an audi-

ence of which a substantial percentage is minors" or if the Federal Trade Commission "determines that the advertising or marketing is otherwise directed or targeted to minors." That, of course, leaves the FTC with the ability to determine that any marketing campaign is "targeted to minors," unless undertaken in adult-only magazines or included in information inserts in cigarette packages, beer bottles or lottery tickets.

The act would treat marketing of adult materials to minors a violation of the FTC rules regarding "Unfair or Deceptive Practices," and thus would come a \$10,000 civil fine for each violation, which then increases \$10,000 for each day that the fines are not paid. There is a safe harbor provision in the act that would avoid these penalties if the company is part of an industry trade association that rates products and has put a system in place itself for essentially self-policing the provisions of the act, including the levying of penalties.

If the law is passed, there will be four choices for the software manufacturers:

1. Participate in the ESRB program and, if the program falls into the safe harbor

provisions of the act, be subject to possible penalty provisions for "marketing to minors";

2. Participate in the ESRB program and, if the program does not fall into the safe harbor provisions of the act, risk serious civil penalties for marketing to minors;

3. Participate in the ESRB program and not release any material rated Mature; or

4. Cease participation in the ESRB program.

Yes, that's right, if the software manufacturers have the guts to stand up to Congress (if the bill passes), they should refuse to let their games be rated. If the game is not rated, the act will not apply to the marketing of the game — remember, it only applied to *voluntarily* rated games — and the law will be left with no teeth. To do otherwise and follow along with the back-door censorship attempt by Senator Lieberman will do nothing more but lead the entertainment industry toward the acceptance of governmental control over content. The videogame industry has to stand up to the would-be censors and stop playing their game!



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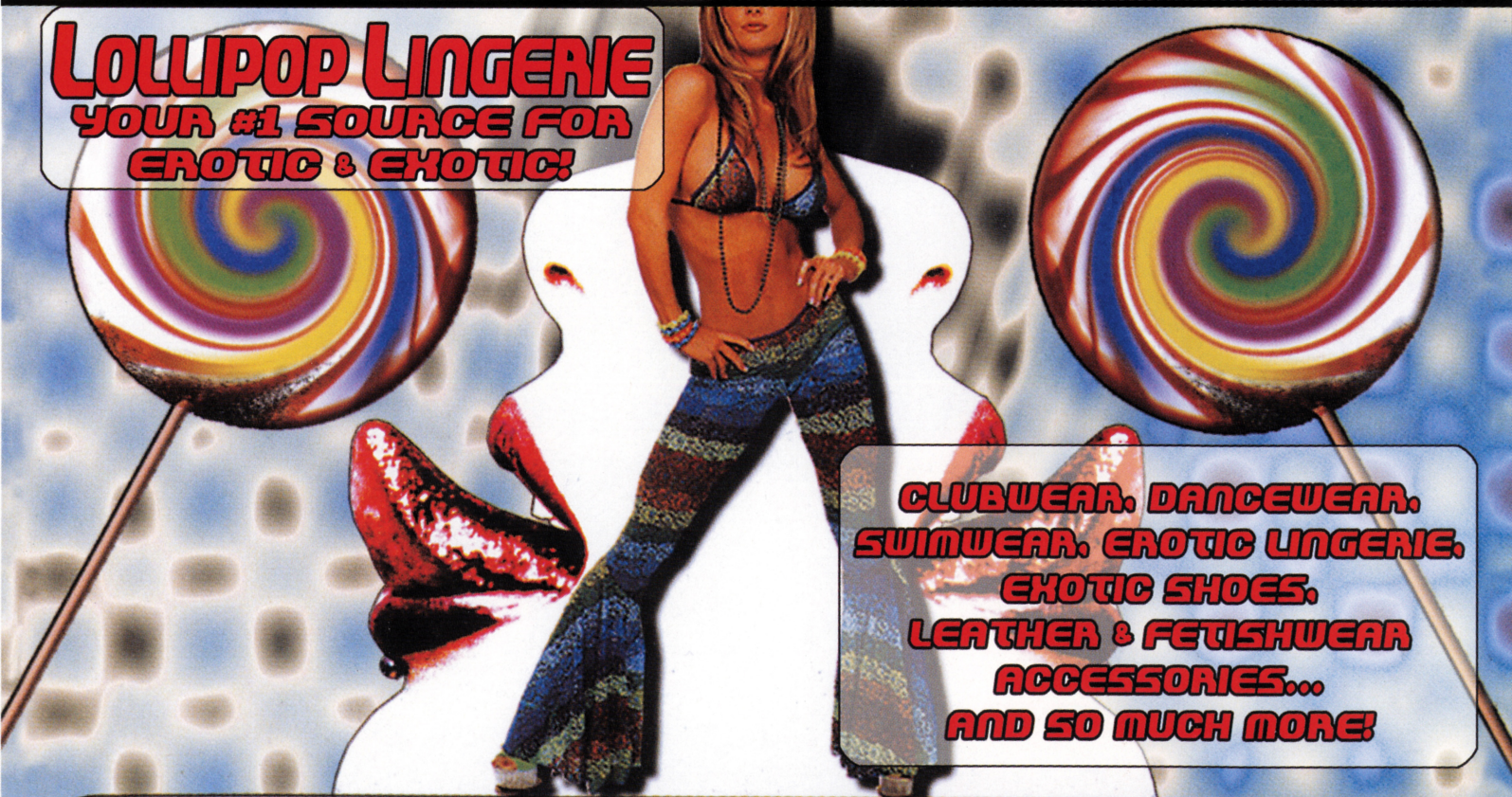


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BAD EGGS 2: ELECTRIC BOOGALOO



In the second part of our series on "easter eggs" (which, if you had read last issue like a good boy or girl, you would know is a hidden joke in software or games), we take a look at the latent homosexuality in helicopter simulators and the timelessness humor of farting and sex noises. Join us, won't you? -Seth

By Zach Meston

SimCopter:

We're Here, We're Queer, We Program in C

In late 1996, Jacques Servin was just another overworked, underpaid, homosexual game designer at Maxis, the company behind such hits as *SimCity*, *The Sims*, and *The SimCity Sim*. Management was cracking the whip on Servin, who was programming the company's latest title, *SimCopter*. They refused his numerous requests for R&R and, much to Servin's dismay, unanimously approved his sexist animations of well-endowed women.

"Ultimately, I was kind of pissed off," Servin said in the December 7, 1996 edition of the *Los Angeles Times*, one of several newspapers to pick up the story. Thirsty for mischief, Servin delved into the program code and altered the game's reward sequence, which was supposed to show a brass band. Now, the majority of the time, the player was instead "rewarded" with the sight of gay men making out. (Servin hadn't intended the sequence to appear quite as often as it did, but "Unfortunately, my random-number generator didn't work as I'd planned.")

Maxis shipped roughly 78,000 copies of the game to stores before the egg was discovered. Servin was immediately fired, and Maxis issued a patch to fix the ending. Maxis spokesman Patrick Buechner naturally avoided describing the nature of the patch by saying "It's supposed to be a brass band. There is no brass band there...I'm not going to make any calls on the interpretation of what it is."

SimCopter: Fighting fires and hot man-love

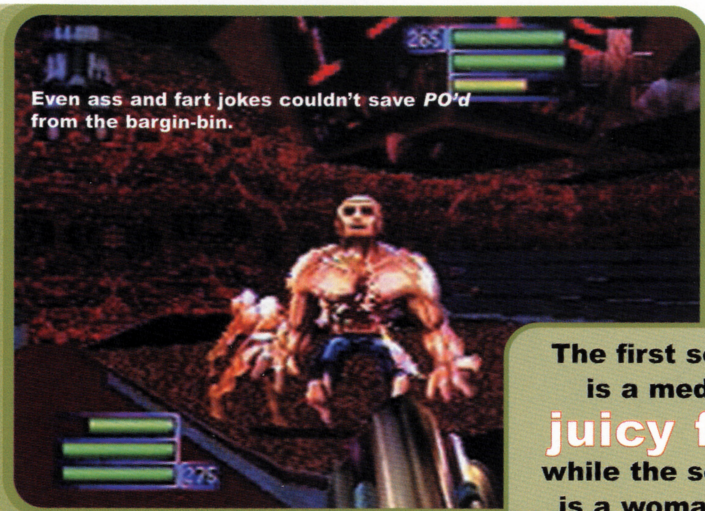


In a press release Servin issued after the egg was discovered, he described the scene thusly: "...Everywhere you look, muscle studs kissing everything in sight, especially one another...On top of police stations and hospitals, kiss-ins! Instead of riots, instead of tuba bands, queer PDAs [public displays of affection]! Instead of shoppers and criminals, wild boys!" Hormone check, Jacques!

PO'ed:

I Fart In Your General Direction

I'm a card-carrying member of the Grown-Ups Club, but I still giggle like a schoolgirl when someone in my immediate vicinity cuts the cheese. (Pretty much any bodily function cracks me up, no doubt a result of my white-trash roots.) The best video game tribute yet presented to pooting is contained within *PO'ed*, a first-person shooter with the dubious distinction of bombing (so to speak) on both the 3DO and the PlayStation platforms. The game has a "fart code" which, when activated, causes the game's "butt monsters" (which are indeed giant asses with legs) to make gaseous noises when they shoot at you. Here's how you do it: Select Load Game on the main menu and press L1 + L2 + R1 + R2. Exit the Load Game menu. During the game, the butt monsters engage in farting fun.



The first sound file is a medley of **juicy farts**, while the second file is a woman in the throes of **orgasm**.



Commodore Amiga: Slamming the Suits

These days, I do my computing on a PC, but there was a magical time when I did everything on a Commodore Amiga. The Amiga had a SOUL, man, and I'll get into a bloody fistfight with anyone who disagrees with me. Unfortunately, Commodore was a company that never had a clue how to market their marvelous computer — and even the designers of the Amiga knew it.

In the earliest versions of the Amiga's Workbench operating system (up to 1.2), you could activate the following code. Click in the background, then hold down Shift, Alt, and one of the function keys. Each of the ten function keys causes a different message to appear on the status bar at the top of the screen. If a disk is ejected while the three-key combo is being held down, an 11th message appears: "The Amiga, Born a Champion." Reinsert the disk and a 12th message very quickly flashes on the screen: "We made Amiga, they fucked it up." A subtle slam of Commodore's management? Perhaps. The message flashed too quickly to snag with a screen grabber, although you could slow the message down long enough to read it by running several programs at once. (Yes, the Amiga was a multitasking computer in 1985.)

Commodore never publicly commented on the slam, but instead changed the message in version 1.3 of Workbench. When the disk was ejected and reinserted, the screen flashed "Still a Champion." Uh-huh. Commodore kicked the bucket nearly a decade later, the bastards.



Albert Odyssey:

Oh, yes... Oh, YES...
OHOOH, YESSS!!

Albert Odyssey is a role-playing game or RPG, for those of you who love acronyms, released for the Sega Saturn in 1997. It was also the first of a half-dozen RPGs from the game company Working Designs for which I wrote the English translation. (Game Informer Magazine called *Albert Odyssey* "The Funniest RPG Ever!", but they've been on my payroll since 1992, so they don't count.) I was delighted when I was told about AO's vulgar sound secrets, and I'm equally delighted to spill them here.

In your Saturn: a lowly RPG.
In your PC: juicy farts and orgasms!

If you insert the *Albert Odyssey* CD into your PC, instead of the Sega Saturn for which it was intended, you can listen to hundreds of sound files in the AIFF format. Two of those files (aff0001 and afs0001) aren't heard anywhere in the game; they were placed on the CD exclusively as Easter eggs to be found by clever Saturn owners. The first sound file is a medley of juicy farts, while the second file is a woman in the throes of orgasm. (Or so I'm told, because I've never heard such a thing.)

Victor Ireland, the president of Working Designs, says he had to truncate the orgasm file, which became much too pornographic much too quickly. As for the fart medley, let's not theorize on its origins — although Taco Bell is a good guess.



In addition to displaying pictures of ballerinas, the Commodore could also mock its manufacturer.

THE FOUL

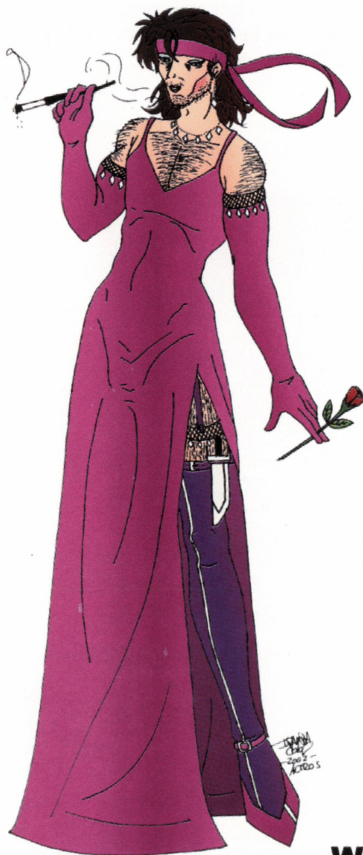
EXPOSER

STORIES FRESHLY PULLED FROM OUR COLLECTIVE ASSES

FOUL FINDS FILTH:

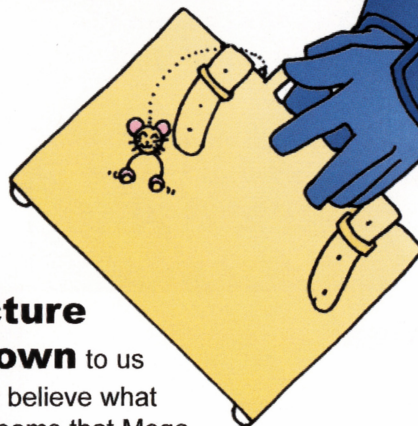
A shocking expose of gender confusion in some of the gaming world's most prominent stars!

Foul has done its homework and we have uncovered the ugly side of some popular game characters. We must take note here that what you are about to see and hear is only a small part of the sultry seductive ways of the gaming underground. These characters have been with us for years and only now has their true nature been revealed.

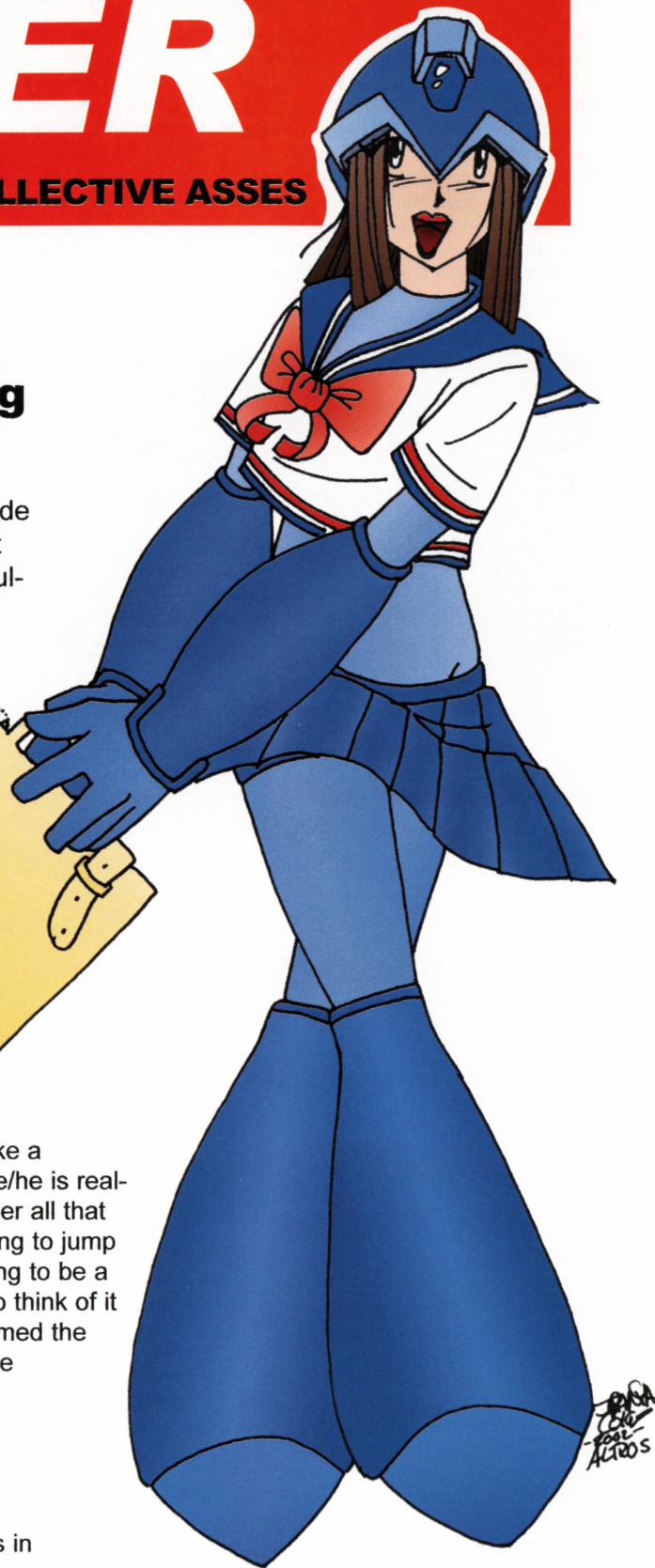


When this picture was shown

to us we could not believe what we saw. It seems that Mega Man had gotten the full operation and is now a Mega Woman. How could he do such a thing? Just take a look at the picture and admit it, she/he is really fucking hot. Who knew that under all that metal was a beautiful woman waiting to jump out. I am sure Dr. Wiley is not going to be a problem for her anymore. Come to think of it maybe it was Dr. Wiley who performed the operation. It would explain all those sequels.



We were not sure if Snake was in disguise or drag but we were not the ones about to ask him. We have to admit that he does have sexy eyes.



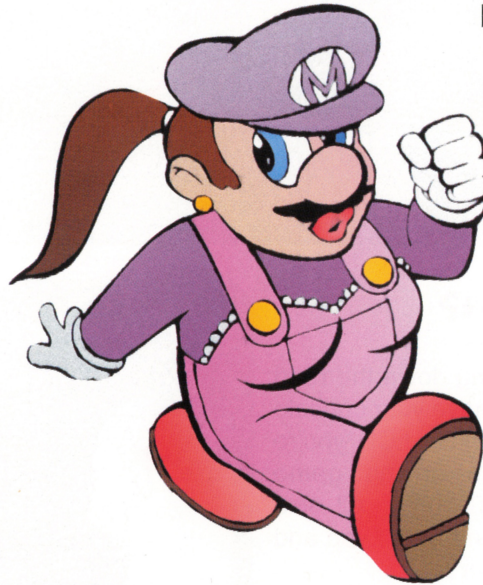
Tekken has always been a favorite

here at Foul. So when rumors were circulating that Jin Kazama was a little light in his steps we had to send out a private dick. It turns out that the rumors were true and that Jin is a flaming homo. We took this picture just outside of Mrs. Fields clothing store. He looks dressed to kill.



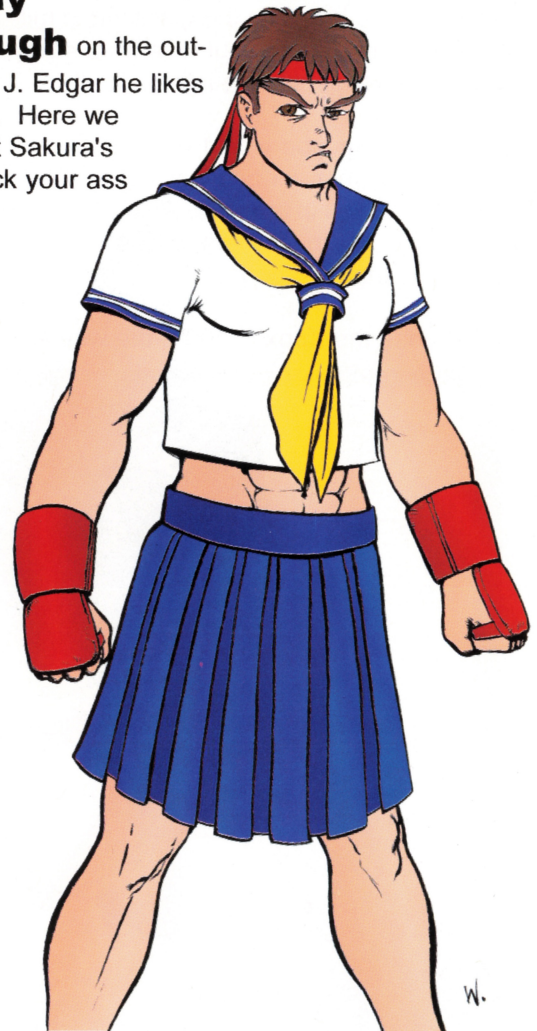
Here we found Mario

out in the West Village near Christopher Street on a Friday night. We wonder where Luigi is at the moment and remember that he thinks Mario is lost in some mansion. Bad Mario!



Ryu may seem tough

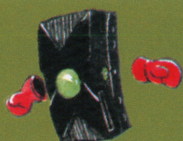
on the outside but just like J. Edgar he likes the ladies panties. Here we catch him trying out Sakura's outfit. He can still kick your ass even in a dress.



Throughout gaming history

there has been a huge shortage of female game characters. The reasons are many but we think it all started with Ms. Pac-Man. She was hot and sexy and all the boys wanted her...all the girls could relate to her strength and the way she ate those ghosts. As it turns out...there never was a Ms. Pac-Man only Mr. Pac-Man in drag. Do you see the way his hips are shaped? A dead giveaway for a guy.





X BOX vs GAMECUBE



While many of you have already made up your minds about which system is better and maybe even you have read too many stories about this topic. We would like to take a different approach. While sitting around and pondering the many aspects of both systems we have come up with some possible scenarios where one would have to decide which is better Xbox or Gamecube.

the Struggle Continues...

In a car accident?

Let's say you're driving down the road and in the front seat you have your console all hooked up. On your little LCD you're playing some kick ass driving game against your friend at 80 MPH. All of a sudden a truck pulls out in front of you and you crash. Which is better?

The Xbox is a much heavier unit and would most likely fly through the window before you do breaking the glass into a million parts thus saving your face from many hours of reconstruction surgery.

The Gamecube would bounce around some inside your car and would more than likely smack you in the face. Also the Cube has many sharp corners giving way to more cuts than needed.

In this case the Xbox is 100% the winner.



Sky diving?

Imagine your friend invites you out for some daredevil sky diving tricks. The first jump includes a game system stunt. Which system do you bring?

The Xbox is the heavier unit and you would fall fast like a brick trying to play this thing. I know that Newton created some bullshit about gravity but c'mon...the Xbox is about as aerodynamic as an air conditioner. It would suck to die while playing Wreckless at ten thousand feet. The headlines would be laughable.

The Gamecube, on the other hand, is small and light and even has a handle. You would float to the ground like a feather. Make sure to be playing Super Monkey Ball's Monkey Target game just for the extra luck.

Without a doubt, the winner is the Gamecube.



Ocean cruise in the Atlantic?

You finally scored a vacation and you bring your favorite game system. You are out on the deck playing that great game in the ocean breeze. Out of nowhere you see the iceberg and have to jump ship.

The Xbox cord gets wrapped up on your foot since the damn cable is ten feet long and when you hit the water the Xbox nails you on the forehead. Then it starts to take on water and carry you to Davy Jones locker. You suck in about four gallons of water and realize on your last breath that you died because the Xbox sucked.

The Gamecube floats like a piece of wood. With the handle on the top you easily hold on waiting for the rescue plane. The wonderful purple system is spotted like a beacon and you are saved all because the Gamecube rocked.

Gamecube wins again.



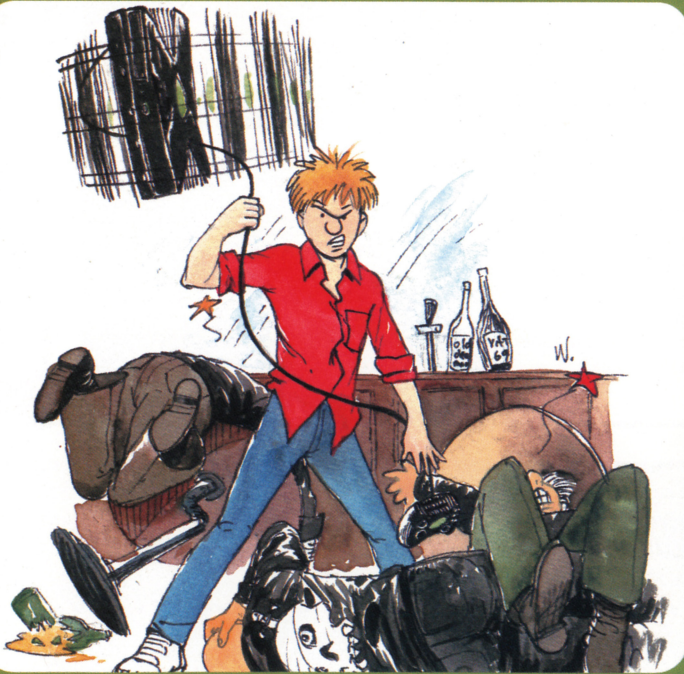
In a fist fight?

Maybe you have seen *Fight Club* too often and on weekends you go into bars looking to kick some ass. You always have a game system on hand when you're just plain bored.

The Xbox really comes in handy in fights. Weighing a whopping eight pounds it is better than a cinder block. No matter how big your opponent the Xbox is one tough item. Smack 'em in the forehead to stamp the big X onto their foreheads. They won't forget what happened for a long time.

The Gamecube is a fairies weapon. If you are seen with some small purple cutesy cube your ass is grass. Not only will your butt be kicked but most likely they will do it while you try to play *Smash Melee*. *Pikachu* was never meant to be a tough fighting character.

We gotta give this one to the Xbox.



Ok...what have we learned here today? Every situation requires a thorough look at all the circumstances. When we tally up the score it's two to two. Every gamer must decide his or her own destiny. No one can say for sure what your needs will be. Ask yourself a few questions before asking us "which system is better". Maybe for once you can figure it out on your own. Just take a deep breath and think about it.



GENRE: Action
DEVELOPER: Activision
PUBLISHER: Treyarch
RELEASE DATE: May 2002

Treyarch, the developer who created the commendable Spider-Man Playstation game, is currently bringing their talent to the second generation. *Spider-Man: The Movie*, will release for the PS2 in May, supposedly with all the graphical and gameplay improvements that come with the PS2's power.

First off, Spidey will have more buildings to swing from, the city-scape will be larger and more detailed. His webs will be more fluid, take different forms and the same will be true of his animations, as he goes through the classic poses from the classic comic. The game will supposedly follow the plot fairly faithfully and old-school villains like the Vulture, Electro and the Green Goblin will cross the superhero's path.

You remember when Spider-Man would drop down behind the criminals in the comic books? He

just hung there for a second behind them and then, WHAM! He'd just kick the living shit out of them. Well, now you can do that too. Just shoot your goop on the ceiling and hang there and lower yourself on unsuspecting thugs.

At certain parts, like when fighting a boss, the game will slow down to "bullet-time" ala *Matrix* or *Max Payne*, so Spidey can get a better grasp on what's going on. His Spidey Sense will help too, altering him to the fact that a goblin grenade has locked on to his red and blue ass or if an innocent citizen is about to get mushed by a falling chunk of masonry.

Treyarch managed to bring a faithful and fun adaptation of a comic book hero to the original Playstation, come May, we'll see if they surpass themselves with *Spider-Man: The Movie*.



GENRE: Fighting
DEVELOPER: Bethesda Softworks
PUBLISHER: Bethesda Softworks
RELEASE DATE: March 2002

When *Elder Scrolls III: Morrowind* arrives for the X-Box this April, RPG fans will have their work cut out for them. Each of the Elder Scrolls games has been larger than the last. *Daggerfall*, the most recent Scrolls title, was released in 1996 and featured a fully explore-able game world roughly the size of Great Britain. The size and boundless world of *Daggerfall* was hailed in many circles as the RPG of the year despite its numerous bugs and dated graphics, dated even for 1996.

With *Morrowind*, Bethesda Softworks promises to give RPG'ers more open-ended adventures but with lovely 3-D graphics and hopefully less bugs. The plot will be very hands-off, like massive multiplayer games, but it will be there. The plot will cen-

ter on the land being threatened by a mysterious force called the "Blight." Of course, if you can't be bothered to save the world right away, you can always run through more than 100 hours of side quests or just walk back and forth from one side of the continent to the other.

Characters will be extremely customizable in terms of classes, look and equipment. Magical spells and potions can be invented on the fly. The game looks to be as wide-open as possible and the PC version will ship with the same software Bethesda created the game with. There are rumors that the game-editor may be available for the X-Box in the future as a download.



GENRE: RPG
DEVELOPER: Hudson
PUBLISHER: Activision
RELEASE DATE: April 2002

Furries of the world UNITE! Actually... wait. Don't unite, you guys are scary. But you can, and probably will, rally around the new *Bloody Roar: Primal Fury* when it arrives this March. The animal/human hybrid fighting game will play on the GameCube and mark its territory as the first 3D fighter for the system.

Fury is essentially a facelift of *Bloody Roar 3* — which, incidentally, was the first 3D fighter for the PS2. It didn't impress anyone with its complexity but many forgave it for its spectacular and bizarre graphics, plus the fact that you could turn into a bunny and then whip the shit out of someone.

On the GameCube, there will be more characters, levels, options and a graphical tune-up.

Elephants, penguins, and moles will all be at your disposal for bloody, shape-shifter fighting. The characters look smoother than the PS2 version and should have more fluid animations. Most importantly, characters can morph to their altered beast form at any time during a match, but with a sacrifice to their health. It looks like the developer, Hudson, is making a concerted effort to keep the game balanced.

So, even if you're not a furry, you could still look forward to *Primal Fury*. The gameplay is allegedly beefed up and the designers have allegedly taken advantage of the GC's unique architecture. And, of course, the beauty of a penguin fighting an elephant is universal.

JEDI KNIGHT 2



PC

GENRE: Action
DEVELOPER: Raven Software
PUBLISHER: LucasArts
RELEASE DATE: Spring 2002

LucasArts' upcoming PC title *Jedi Outcast* is right around the corner and it looks like it will deliver on the hot, steamy light-saber and blaster action that the Star Wars nerd inside every one of us craves.

Outcast kinda-sorta picks up where *Dark Forces II: Jedi Knight* left off. Kyle Katarn, who at the end of *Knight* was a grand-dragon Jedi of pure good/evil depending on how you played the game, has lost his Jedi mojo and given his saber to Luke Skywalker for safekeeping. But LucasArts and their developer, Raven Software, can't let the man just rest in peace. They've dreamt up a whole new threat to the known universe. Does it really even matter what it is?

While some of the level design and texturing in *Knight* was uninspired, to put it nicely, the single-player screenshots of *Outcast* look great. If the new game's pretty curved surfaces, high-res textures

and kick-ass player models are coupled with the realistic animations and immersive environment of its predecessor, some of us may disappear from our family and friends for a week or two.

Most importantly of all: light-sabers look wicked cool with Q3's lighting and blurry swing-effects. The sabers seem to be even more important to *Outcast* than *Knight*. For one, your proficiency with the weapon increases as you travel through the game. You learn different "stances" (fencing styles that are used in different situations) and your blaster-blocking skills progress from laughable to damn near invincible.

Both the crazies sweating and twitching in their Boba Fett costumes and the merely semi-rabid fan-boys should hopefully find this a worthy addition to the series.



GENRE: Action
DEVELOPER: LucasArts
PUBLISHER: LucasArts
RELEASE DATE: March 2002

The Star Wars line of space combat has, for the most part, consistently delivered and last year's *Starfighter* for the PS2 was no exception. Although it had problems with frame-rates and gameplay, it was a satisfying fix of Phantom Menace dogfights with a plotline that fleshed out the storyline of the movie.

So far, *Jedi Starfighter* doesn't seem to be a departure from that formula. The frame-rates have been smoothed and Attack of the Clones will provide the game world (although not the plot-line) but the game remains an arcade-style dogfighter rather than a space-flight simulator.

Nym, the space pirate from the first *Starfighter*, is the only returning playable character and ship. The other pilot, Jedi Adi Gallia, brings with her a brand-new fighter from Clones. The Jedi ship features technology that will

amplify and focus Gallia's Force powers and use them against opposing craft. Nym's bomber returns, but with upgraded weapons to help him liberate his home planet from that sneaky Trade Federation.

Adi's force powers (lightning, reflex, shield and shockwave) are unlocked as players progress and are a necessary part of a successful mission. She'll need them to damage multiple ships, slow time, protect her craft and cause 360-degrees of damage, respectively, as she fights to preserve the future of the Jedi.

Jedi Starfighter looks like it will deliver all of the Star Wars space and air fighting from the original plus Force powers, graphics enhancements and a sneak peak at parts of the Clones story. Maybe you can use it to predict if the movie is going totally blow or just slightly suck.



JEDI STARFIGHTER

TACTICS OGRE



GAME BOY ADVANCE

GENRE: Strategy/RPG
DEVELOPER: Quest
PUBLISHER: Altus U.S.A.
RELEASE DATE: Spring 2002

If it's complexity you crave, even in your GBA, *Tactics Ogre: Knights of Lodis* will sort you out this spring. Advance word on the RPG/strategy game says it's got loads of stats, 40 hours of game play and butt-loads of the aforementioned tactics. *Tactics* is the fourth U.S. *Ogre Battle* title developed by Quest and set in the same game world as the others.

You can take the main character, a knight named Alphonse, through courtesan politics, sci-fi intrigue and lots of micro-managed battles on your tiny little screen. Those battles are played out on 3D maps where you'll have to take advantage of the terrain and its relation-

ship to your party's strengths and weaknesses. For instance, ranged attacks benefit from height; some creatures need to be in water and others can take to the air. But wait, that's not all. You've also got to think about the weather and think about how it will affect your attacks and defense.

God only knows how the GBA can handle all these calculations and not blow up, plus there's also a mode for the link cable. You can out-think your friends or trade characters with them, depending on your mood. It's the gamer's answer to boring, old chess!

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FOUL news

CAPCOM'S new mech-alicious game may mean coffee-table upgrade.

In the "holy shit that's cool!" department, **Capcom** recently changed the code name of its semi-secret Xbox project "**Brainbox**." Its new name will allegedly be "**Tekki**" when it's released in Japan. This, of course, is not that cool. What is cool is that **Tekki** sounds like it will be the most intensive walking-tank (or "mech" game) to date. The game is in early development but there's talk of the game necessitating an astronomically complex **two-stick-and-40-button control panel the size of a Cadillac dash** with gauges and displays. This, gentle readers, is where we can all let out a hearty "holy shit!"

Zombies, Riots and Fist Fights: At A Theater Near You!

The **Tomb Raider** movie seems to have unleashed another torrent of video-game movies not seen since the days of **Mortal Kombat**. In addition to the **Resident Evil** film hitting giga-plexes now, **State of Emergency**, **Tekken** and **House of the Dead** will soon follow. Variety reported in late February that New Line Cinema had partnered with Zide/Perry Entertainment to "port" the game to theaters. How they plan to wring a plot from a balls-out riot game is anyone's guess. **House of the Dead** is late to the table of zombie shoot-'em-ups and lacks **Mila Jovovich** (yowza!) but it does have one of Bob Dylans' sons directing. **Jesse Dylan**, who directed the stoner-licious **How High**, will somehow try and make **House of the Dead** entertaining without light-guns when filming starts in early summer. As for **Tekken**, not much is known, except various sources report that Crystal Sky Entertainment won the rights after a bidding war topped out at \$60 million and plans to work closely with Namco.

We Want Wookies Now, Damnit!

It's getting harder and harder to wait for the **Star Wars RPG Knights of the Old Republic** now that all these purdy screen-shots are flying around the 'Net (www.lucasarts.com/products/swkotor). But **LucasArts** has at least given some (very) vague release dates that we can mark in red ink on our calendars. We'll all have to wait till fall for the Xbox version and PC gamers will have to suck it up until "early 2003" according to a press release hot off the wire. The game will take us into the ancient history of the Jedi, 4,000 years before the movies. Relax, it ain't cave-Jedi, there are still going to be light-sabers, droids and, of course, wookies.

Some Seattle-ites See WTO Protests In State of Emergency

An article in the Seattle Post-Intelligencer looked into the similarities between **Rockstar's** recent title and the 1999 World Trade Organization protests that led to millions of dollars of damage and mass arrests. Rockstar made a statement on the subject maintaining that the game is completely fictional but Seattle Police Chief Gil Kerlikowske was quoted as saying the game paints the city in a "bad light" and that it makes light of the damage done during the riots.

continued from page 11

CR: Do you have an Idol?

Steve-O: The term Idol implies imitation, I don't choose to be like anybody else.

CR: Who would you say is your greatest influence?

Steve-O: Nick Dunlap

CR: If you could live anywhere, where would it be?

Steve-O: Hollywood, where I live now.

CR: If you could have any job?

Steve-O: Haha, that's funny.

CR: Be with the woman of your dreams?

Steve-O: Jeanine.

CR: Who is Jeanine?

Steve-O: She's a porn star. If she is down, I'm thinking about attempting to blow the fastest load that the world of porn has ever seen with her.

Seeing as Steve-O is on a first name basis with porn stars, I can just imagine what his video / mag / DVD collection consists of.....

CR: Do you sleep naked or with clothes?

Steve-O: Depends.

CR: What is your favorite position?

Steve-O: All of them!

CR: What's the craziest sex story you can tell me?

Steve-O: I could tell plenty of them.

I wonder if Steve-O remembers 3 years ago in Miami, New Years Eve with 2 girls and loads of 'Hello Kitty' dolls? Probably not.....

That's all for now
Foulies.....
catch you next issue
.....Cheryl R.

State Of Emergency PS2

Invulnerability

- L1, L2, R1, R2, X.

Infinite Time

- L1, L2, R1, R2, Triangle.

Infinite Ammo

- L1, L2, R1, R2, Circle.

Big Player

- R1, R2, L1, L2, Triangle.

Little Player

- R1, R2, L1, L2, X.

Restore Size

- R1, R2, L1, L2, Circle.

Looters

- R1, L1, R2, L2, Triangle.

Decapitating Punches

- L1, L2, R1, R2, Square.

Unlock Characters

- Press Right four times and use any face button to unlock a hidden character.

Max Payne Xbox

Codes

- Go to the main menu screen and **push down both of the joysticks and L & R all at once**. While you hold all of those, press **White, Black, Black, White, White, Black**.

You will get another menu towards the bottom of the screen. Inside that menu, there are two options; **all guns and ammo**.

To cheat in the game: start a new or saved game and press the back button on the controller to access the main menu. Then go into the cheat menu and activate the codes by pressing the **A button** on the cheat you wish to activate.

Tony Hawk's Pro Skater 2x Xbox

Unlock Treyarch Decks

- To unlock new Treyarch Decks, pause during gameplay and hold **L**. Then press **WHITE, B, UP, A, RIGHT, DOWN, START**. The screen will shake if you've done the code properly

UFC: Tapout Xbox

Unlock Bruce Buffer as a Fighter

- To unlock Bruce Buffer as a fighter, beat UFC Mode with all characters.

Unlock Femme Fatale

- To unlock Femme Fatale, beat her in Arcade Mode (8th Match).

Unlock Ice-T

- To unlock Ice-T, beat him in Arcade Mode (10th Match).

Unlock John McCarthy

- To unlock John McCarthy, win UFC Mode with Bruce Buffer.

Unlock Mario Yamasaki

- To unlock Mario Yamasaki, win UFC Mode with John McCarthy.

Unlock Mask

- To unlock Mask, beat him in Arcade Mode (27th Match).

Unlock The Cat

- Unlock The Cat as a playable character by beating her in Arcade Mode.

Max Payne PS2

These codes must be entered at the in-game pause screen!

Invulnerability (toggle)

- L1 L1 L2 L2 R1 R1 R2 R2

All Weapons

- L1 L2 R1 R2 T O X S

Slow Motion Sounds (toggle)

- L1 L2 R1 R2 T S X O

Unlimited Bullet Time (toggle)

- L1 L2 R1 R2 T X X T

To unlock all levels...

Play the game until you have passed the first subway level. Once the next level has loaded, go to the main menu and press... **UP, DOWN, LEFT, RIGHT, UP, LEFT, DOWN, CIRCLE**. Go to the load menu and all levels should be unlocked. When you start each of the levels you will have the same inventory that you had when you completed the first subway level.

Frequency PS2

Enabler Code

- Down, Right, Up, Left, Left, Up, Right, Down (Do this at the Title Screen to enable the following codes)

Free Autocatchers

- Left, Right, Right, Left, Up (DURING gameplay, no pausing)

Free Multipliers

- Right, Left, Left, Right, Up (DURING gameplay, no pausing)

If you would like to submit your favorite codes or some other great tips email them to us at tips@foulmag.com.

GameBoy Advanced

Title	Date
Baseball Advance	March-02
Blender Bros.	April-02
Boulder Dash EX	2nd Qtr. 2002
Breath of Fire II	April-02
Castlevania: White Night Concerto	TBA
Dinotopia: The Timestone Pirates	April-02
Dragon Ball Z Collectible Card Game	June-02
Fila Decathlon	TBA
Fire Eaters: Zero Bandits	TBA
Jet Riders	TBA
Konami Collector's Series: Arcade Advanced	March-02
Minority Report	TBA
Motocross Maniacs Advance	March-02
Pinball of the Dead	May-02
Punch King	TBA
Sega Smash Pack	May-02
Shrek Swamp Kart Speedway	March-02
Street Fighter Alpha 3	June-02
The King of Fighters EX - Neo Blood	April-02
The Scorpion King	March-02
Tony Hawk's Pro Skater 3	March-02
Wings	May-02
Wizards	TBA

GameCube

2002 FIFA World Cup	April-02
Batman: Dark Tomorrow	TBA
BattleBots	TBA
Bloody Roar: Primal Fury	March-02
Burnout	April-02
Crash Bandicoot: The Wrath of Cortex	2nd Qtr. 2002
Driven	May-02
Eternal Darkness: Sanity's Requiem	June-02
Home Run King	March-02
Legends of Wrestling	May-02
NBA 2K2	March-02
NFL Blitz 2002	March-02
Rayman Arena	May-02
Sega Soccer Slam	March-02

GameCube

Title	Date
Sgt. Cruise	GBA
Spider-Man: The Movie	April-02
Star Fox Adventures	June-02
Virtua Striker 2002	TBA
Wrestlemania X8	June-02

PlayStation 2

.hack	TBA
2002 FIFA World Cup	TBA
Akira Psychoball	TBA
Army Men: RTS	March-02
Barbarians	TBA
Battlebots	TBA
Blood Omen 2	March-02
Chris Edwards Aggressive Inline	May-02
Commandos 2	May-02
Downforce	June-02
Duke Nukem Forever	TBA
Evil Twin	TBA
Freestyle	May-02
Galerians: Ash	TBA
Gravity Games	May-02
Hitman 2: Silent Assassin	2nd Qtr. 2002
Legion: Legend of Excalibur	June-02
Lethal Skies	2nd Qtr. 2002
Lilo and Stitch	2nd Qtr. 2002
Mad Maestro	2nd Qtr. 2002
Medal of Honor Frontline	June-02
Mike Tyson Heavyweight Boxing	TBA
Mister Mosquito	2nd Qtr. 2002
Need for Speed: Hot Pursuit 2	May-02
Rayman Arena	May-02
Red Card 20-03	March-02
Return to Castle Wolfenstein	TBA
Riding Spirits	2nd Qtr. 2002
Scooby-Doo	June-02
Shifters	March-02
Smash Court Pro Tournament	2nd Qtr. 2002
SOCOM: U.S. Navy Seals	June-02

PS 2

X BOX

Title	Date
Spider-Man: The Movie	April-02
Taz Wanted	TBA
Test Drive	May-02
The Lost	June-02
Virtua Fighter 4	March-02
2002 FIFA World Cup	TBA
Blood Omen 2	March-02
Buffy the Vampire Slayer	May-02
Burnout	April-02
Commandos 2	May-02
Conflict: Desert Storm	2nd Qtr. 2002
Crash	TBA
David Beckham Soccer	TBA
Downforce	May-02
Gunmetal	TBA
Gunvalkyrie	TBA
International Superstar Soccer 2	TBA
James Bond in Agent Under Fire	March-02
Kelly Slater's Pro Surfer	June-02
LOONS - The Fight for Fame	TBA
Outlaw Golf	TBA
Phantom Crash	TBA
Pirates: The Legend of Black Kat	March-02
Race of Champions	TBA
Rayman Arena	June-02
Sega GT 2002	TBA
Shayde: Monsters vs. Humans	June-02
Smashing Drive	March-02
Spider-Man: The Movie	April-02
Taz Wanted	May-02
Test Drive	May-02
The Elder Scrolls III: Morrowind	April-02
The House of the Dead 3	June-02
The Matrix	2nd Qtr. 2002
Tom Clancy's Ghost Recon	May-02
Triple Play 2002	March-02
Yager	TBA

UFC Tapout

continued from page 16

On the upside, **the game brought out my passion for violence**. There is some satisfaction in seeing your opponent's head bouncing off the mat as you pummel him, sometimes with a move known on the street as a bitch slap. On the ground, the **blood flows freely** and the game is superb. You can set a number of rounds, or you can have a match without a time limit. The contests here can end quickly, in less than 30 seconds, but they can also last for a few minutes among skilled opponents; on the Dreamcast games never went past 30 seconds.

Downsides about the game include **lack of user control over camera angles**, sometimes leaving most of the fight blocked by either the referee or the cage or its supports, lack of quality computer AI, lack of any sort of training mode, making it hard to learn the submissions and defenses, **poor sound effects** (no music or announcers during game play, just repetitive crowd sounds and striking sounds) and a **lack of full use of the controller**. What really is the big letdown, though, is the lack of a career mode - why go through the whole process of creating a fighter, choosing his style, his clothing, his strengths, only to watch him become the champion after three fights? The only way that this makes sense is if you need to ship product and won't push the deadline to get it done right, which is great for the company's deadline, but sucks for us.

That negativity aside, this is a great game that plays well. It will be a good addition to your Xbox collection, but if, like me, you want to play in a career mode, you're going to end up with the PS2 version.

Drakan

continued from page 15

Musically, the game has a way of sneaking up on you- there are a few themes that sort of play unobtrusively in the background until something like an air battle or boss fight begins, then you get one of a few adrenaline-pumping themes that keeps you on your toes almost as much as the monster(s) you're battling. The sound effects and voice acting are also more than competent, and you'll be caught up in the story as you enter a new area or seek out information needed to complete a task. It's kind of important not to skip any of the cutscenes, as they often hold important plot information, so just enjoy them and let your fingers rest for a minute or two.

The game has few flaws- you can occasionally exploit the AI in the game by using arrows or magic to zap faraway enemies while they run in circles or stand in place waiting for you to enter a room. On the flipside, entering a new area will often have enemy dragons immediately locking onto and blasting you before you get a chance to blink - you'll be restarting in seconds if you don't think fast. Sometimes, Arokh will get stuck in a place and can't get to you (forcing a game reload), but save before you land and dismount him, and it won't be a problem at all. And yes, there are some **really long load times when you load up a save or enter a new area**, but when you consider that the size of the environments here, you'll get over it. Finally, as enemies don't respawn, you'll find yourself wandering a bit looking for kills to rack up, but this isn't Gauntlet or Baldur's Gate at all. Besides, the game has a horde of secondary quests that make it worth a replay if you miss a special piece of weaponry or armor.

So there you have it: *Drakan: The Ancients' Gates* is yet another cool game for you PS2 owners out there looking for something different and captivating, and comes highly recommended for those who're looking for something a little different from the usual. **Pick up a copy and enjoy the ride.**

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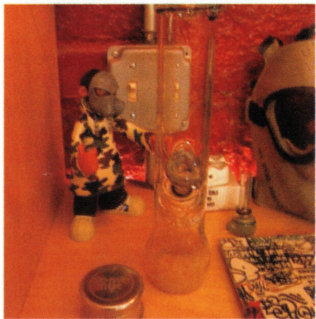


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